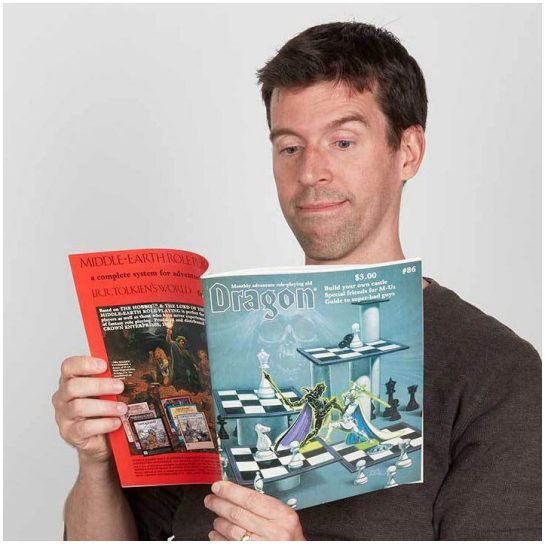
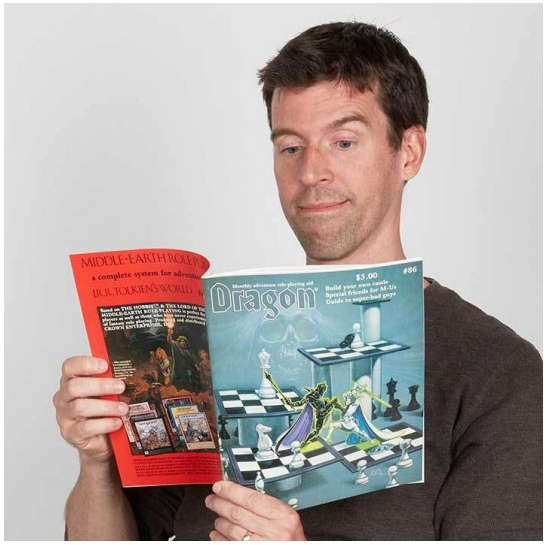

DRAGON+
EXCLUSIVE:
Journeys Through the Radiant Citadel
CRITICAL ROLE:
Call of the Netherdeep Concept Art!
MORDENKAINEN PRESENTS:
MONSTERS OF THE MULTIVERSE
DUNGEONS & DRAGONS
«SWIPE TO THE NEXT PAGE»

ISSUE 41



A Message on Dragon+

Bart looks back at his introduction to *Dragon* Magazine, and ahead to future developments.



Welcome to Dragon+ Issue 41

We set sail for the Netherdeep! Even if we are somewhat (or quite completely) terrified of water.



Imagining The Ampersand: Minttu



In The Works

This issue's previews include Critical Role: Call of the

Hynninen

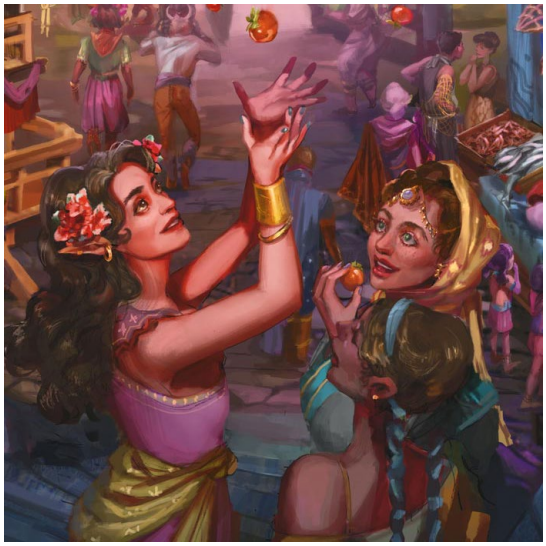
Our cover artist points her magnifying glass at thumbnail images big enough to grace a D&D sourcebook.

Netherdeep, incredible character masks, and a guide to living your life the D&D way.



Migrating the Multiverse

Enjoy a host of creatures and playable race options when Mordenkainen Presents: Monsters of the Multiverse breaks out of the boxset in May.



Journeys Through the Radiant Citadel

Co-lead Ajit A. George shares a message of hope as diverse cultures shape the newest destination in fifth edition Dungeons & Dragons.



Streaming Highlights: Invitation to Party

G4's Brian Terwilliger and host B. Dave Walters explain how a D&D liveplay show finally got its big TV break.



The Write Stuff: Aaron Reynolds

The writer of D&D-inspired children's series Fart Quest joins us to spill the magic beans on an unconventional journey into authorship.

Extra Life

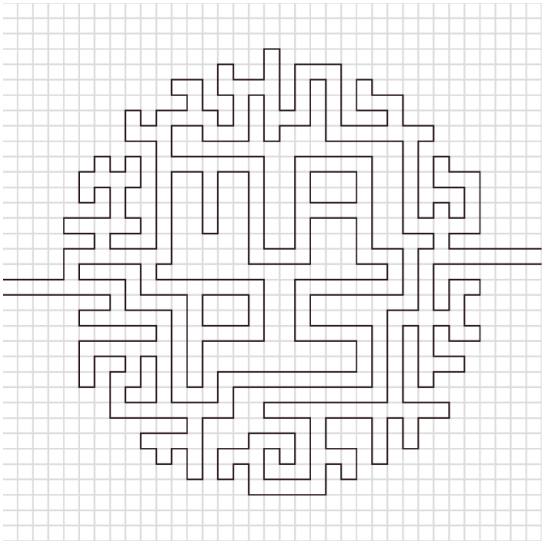
With thoughts toward the coming year of Extra Life, we turn one child's concept for a scrap-metal-

The Best of the Dungeon Masters Guild

Fiona Howat sorts through the

consuming monster into reality.

flotsam and jetsam as the best aquatic adventures and mechanics rise to the top.



Maps (and Art) of the Month

More maps and illos in support of your games! This issue, we look at ancient vaults, derelict trees, and what may be the most bizarre tower in all of Candlekeep Library!



Comprehend Languages: D&D in Translation

The world's greatest roleplaying game is expanding beyond the English language to become truly global.



Unearthed Arcana: Heroes of Krynn

Introducing a collection of character options to playtest for fifth edition Dungeons & Dragons.



Emi Tanji

The Art Director offers advice for landing that dream job in the TTRPG industry.





Next Issue

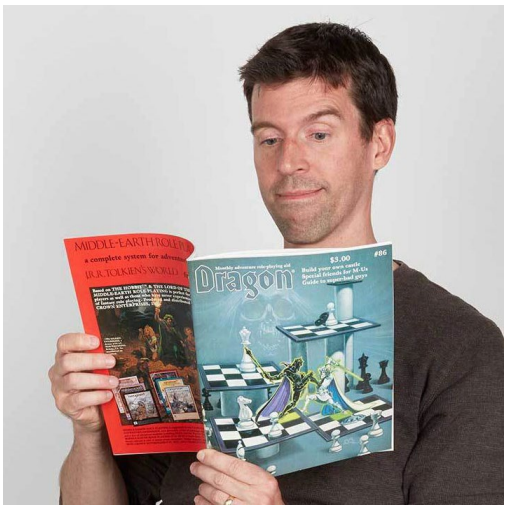
Let us be your guide as you explore the many adventures that make up the Radiant Citadel!

DRAGON+ 41

A Message on Dragon+

Bart looks back at his introduction to *Dragon* Magazine, and ahead to future developments.

Hi folks:



Bart Carroll

Back in issue #10 (October 2016), I wrote about my introduction to *Dragon Magazine* while browsing a local bike shop's magazine rack. I can still remember the cover that first caught my eye… As much as anything else, *Dragon* helped draw me (and many other readers) into this wonderful hobby. And it's been my absolute honor to have taken part in its ongoing tradition, helping publish *Dragon*+ for these past 41 issues.

We're incredibly proud of *Dragon*+'s success in reaching audiences through its app space as well as dragonmag.com. However, as we evolve D&D's presence online, we've decided that *Dragon*+ 41 will be the final issue we'll be publishing in the current format.

For the past several years, we've utilized the D&D website to provide information on forthcoming products and events, published key columns like Sage Advice, Unearthed Arcana, and the D&D Studio Blog, and countless interviews and features. Additional features and interviews we've published in *Dragon*+… and that's not even mentioning the wealth of content and communications taking place on our social media, organized play, and other platforms. As we've long said, it's always better not to split the party, and looking forward, we're exploring ways to further integrate this content and

bring you even more support for Dungeons & Dragons.

Whatever the future holds, we're excited to move towards it—while also proud of what we've delivered in this most recent iteration of *Dragon*.

As always, you can stay informed of the latest D&D news through @Wizards_DnD (and @DnDBeyond)—and learn more of the brand's future plans at this year's Wizards Presents event taking place August 18.

Thank you,
Bart Carroll

A Final Word of Thanks

I would be remiss not to call out our incredible partners involved with *Dragon+* through these years, as well as give thanks to the many contributors who provided articles, interviews, editing, illustrations—all of the creative energies that made the magazine such a tremendous joy to have worked on.

Our partners at Dialect, who handled the creation, ongoing publication, and support for the digital magazine, include Jack McHenry, Chris Imlay, Annabel Miller, and many others who provided their creative expertise and dedicated effort to these 40+ issues.

And finally, a special callout must be made to Matt Chapman, who has served as *Dragon+*'s editor-in-chief for almost the entirety of its run. *Dragon+* benefitted tremendously with Matt at the helm, and my very sincere and heartfelt thanks extend to him!

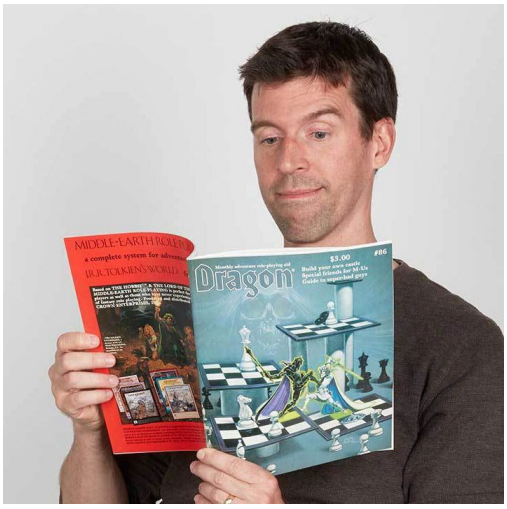
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DRAGON+ 41

Welcome to Dragon+ Issue 41

We set sail for the Netherdeep! Even if we are somewhat (or quite completely) terrified of water.

Hi folks: I should have left this *Welcome Letter* to Chris Imlay; after all, he's the one with the anchor tattoos as recounted in *Dragon+* 24. Here we are celebrating the release of *Critical Role: Call of the Netherdeep*, and my nautical pedigree is woefully lacking in comparison. I don't even like to swim with my head underwater (I prefer the breaststroke, keeping my face above water at all times).



Bart Carroll

Perhaps it was the trauma of watching *Jaws*. Which is not that unique of a reason, I know. And while I've mentioned the dread that comes with watching *Poltergeist* at too young an age (which has its own delightful pool scene), there's also the terror of watching *Jaws* at *any* age. At least for me, there's something inherently disturbing about not knowing what might be there in the water right beneath you…

However, I can at least point to the time I lived on a houseboat (in true *Sleepless in Seattle* fashion)… a fairly delightful experience, until winter came around. The boat's only heating was from a wood-burning stove built on the top level, with the bedroom a level below at the waterline. Tom Hanks may have been a successful architect in that movie, but whoever designed my houseboat forgot that heat rises!

There's also my unabashed love for Robert Altman's 1980 version of *Popeye*. An underrated classic, with a score to match (I keep 'I Am What I Yam' on my jogging playlist; what can I say, I find Robin Williams belting out lyrics inspiring in a more than guilty pleasure sort of way). Maybe someday I'll even travel to Malta and visit the old movie set, apparently still standing there as an amusement park.

And of course, there's my fish! Finn Diesel. As part of working from home, some of my elaborate efforts for home office setup went into recruiting new officemates. If Xanathar can keep a pet fish, I figured why not one for me, too? Finn Diesel, the beta, now sits proudly next to me on my desk along with his constant companion, the golden mystery snail, Goldy Prawn.

In any case, here we are about to set sail across the world of Exandria! This issue we'll "dive" headfirst into the book's contents (sorry, I'll show myself out) and showcase more of its amazing, if simultaneously horrifying, art. If I thought *Jaws* traumatized me, imagine living in a world with not just sharks but corrupted giant sharks, much less the death embrace and scuttling serpentmaws.

We'll also survey other products on the horizon, peruse new maps, speak with a few artists and authors—and find further treasure in the DMs Guild!

In any case, nowadays the true terror of water may actually be water itself. Our basement flooded a couple years back, and ever since I've heartily agreed with the sentiment that one of the worst things to hear as an adult is the sound of water where it shouldn't be (my coworker, Dimitri, with his own leaking roof problems, recently concurred).

And yet for all that, between the desert apocalypse of *Road Warrior* and the submerged apocalypse of *Water World*, I still guess I'd take *Water World*. At least I have experience living on a houseboat.

(That, and I never learned to drive stick.)

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Imagining The Ampersand: Minttu Hynninen

Our cover artist points her magnifying glass at thumbnail images big enough to grace a D&D sourcebook.

Sometimes the mightiest oaks grow from the smallest acorns. That might sound like an inspirational poster hanging in a gnome artificer's workshop, but it also happens to be true (especially if that gnome's making a mech-style construct to pilot). Just ask Finnish artist Minttu Hynninen, who's turned a love of video games and fantasy art into some impressive gigs. Her first two official commissions for Dungeons & Dragons are the cover of this very magazine and the cover of a fifth edition sourcebook. And both images started as teeny, tiny sketches.

"Even though I work digitally in Photoshop to avoid the hassle of



Minttu Hynninen

scanning and post processing, when I start a new project, I create a lot of one-inch by two-inch thumbnails in my sketchbook. I might have five pages full of them, testing out the composition," Minttu tells *Dragon+*. "I love the physicality and the dynamics of doing traditional sketches, especially because I can't zoom in, so I don't get hung up on the detail. I want the eye to flow around the image and creating thumbnails helps achieve that flow."

These miniscule masterpieces get broken down even further once Minttu narrows them down to a few potential options. It's at this stage that the digital side of her process takes over.

"When I eventually have three or four thumbnails that I want to try out, I use Photoshop to create tiny layers of all the elements that they contain. I can then move them around to see how they look. *Critical Role: Call of the Netherdeep* had a lot of things going on with its cover, so it's very helpful to be able to position things more freely," she says.

"And when you're working with that number of characters, as with the creatures from *Mordenkainen Presents: Monsters of the Multiverse* for the *Dragon+* cover, you want to scale them correctly. If I included fewer characters, it wouldn't be like a movie poster, it would be more of a juxtaposition of those characters. And those thumbnails didn't look right."

One small detail that was sadly lost to this process is the addition of a classic D&D creature. "I played around with a tiny mimic Easter egg, because I really love those creatures, but it didn't end up working for the image," Minttu says.

What's your background in art. Were you officially schooled and trained or are you largely self-taught?
I did go to art school as soon as I finished elementary school. I was there for four years. Once I graduated, I got a part-time job and started doing freelance work on the side. Everything snowballed from that, which is kind of amazing. But I'm very grateful to those companies and individuals that gave me a shot straight after graduating. Not everyone gets that.

How would you describe your art style?
A lot of my influences are things that I really love, which is mostly fantasy-based video games. All those video game covers and the massive paperback manuals that came with the games and were full of character art, beasts, and adventure material made me decide that's what I want to do. My art style is fantastical and storybook and fairy tale—anything that comes to mind with those keywords.



You're obviously a huge fan of *Critical Role*. Are you able to watch live when Thursday comes around?
It's live at 5am Friday morning in Finland, so I tend to watch it as it's happening. Especially since I've become freelance full time.

How did you become officially involved with *Critical Role*?
Just by being a massive fan of the show! I love fantasy books and

video games, so when streaming came along I'd watch people playing video games. I was introduced to *Critical Role*, and *Campaign 2* drew me in with its storytelling. When I saw the fan art that came out of that show, I thought that's something I can do! I started drawing and apparently my work found the right people. It was one of those inspiring things that kept me in this craft. I really appreciate that *Critical Role* has that special relationship with its fan content creators, because there's a huge talent out there.



Vox Machina cover (select to view)

The *Call of the Netherdeep* cover is the first piece of art you've created for an official Dungeons & Dragons product. At what

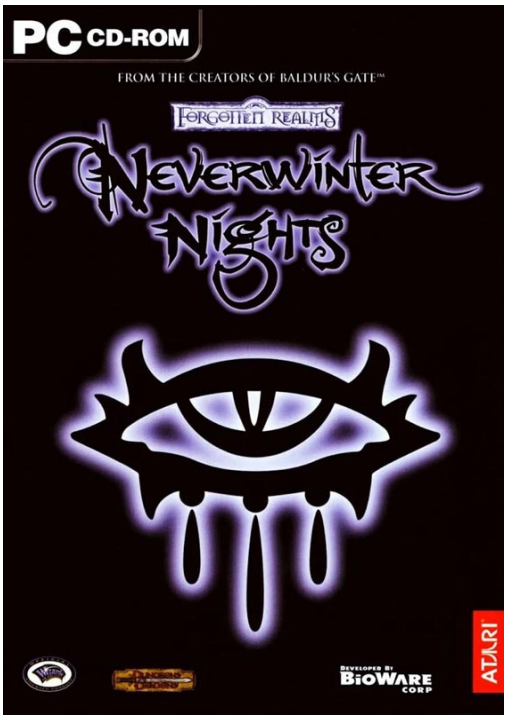
point did you know you'd be creating the cover?
It's incredible to think that the *Netherdeep* cover is my first official piece for D&D! But this whole thing is the culmination of everything I love about art, Dungeons & Dragons, and storytelling. And to work on a cover for a *Critical Role* adventure that's also for Dungeons & Dragons is a neat package with a pretty little bow on top. It was unbelievable to be asked. Eventually, after I'd stopped running around my apartment, I was able to sit down and reply to the email to accept the job.

Has your work featured in other *Critical Role* books?
I was late to the game, in a sense that they had already released the *Tal'Dorei Campaign Setting* and the *Chronicles of Exandria* art book. I did get to create character art for their *Elder Scrolls Online* one-shot mini campaign, and I also drew a cover for the third series of Dark Horse Comics' *Vox Machina Origins*.



What was the original brief for the *Call of the Netherdeep* cover?
The physical setting of the Netherdeep was going to be the background and the main image is a mosaic of the characters themselves, similar to a movie poster or a book cover. It was pretty clear cut, but I did have a lot of fun with the composition.

What's your D&D experience like?
My first connection to D&D was actually through video games,



Neverwinter Nights

with the 2002 *Neverwinter Nights* PC game. And I love watching people play D&D, because its improvised nature is so much fun. But the only time I've properly played D&D was to run a little one-shot adventure as the DM for my girlfriend.

Did you enjoy the one-shot?
It was a way of familiarizing myself with the rules and it was silly and enjoyable. I made an NPC character for that one-shot who I'd love to play in a game one day. She's a dwarf cleric and she's so cute. She was essentially created to help my girlfriend's wood elf ranger stay alive. The ranger has a bear, but the bear can't heal her if she goes unconscious. My cleric helped her out, which made for some enjoyable interactions and spawned some fun art.

Do you have a favorite *Critical Role* character you like to draw?
If we're talking strictly who is the most fun to draw, it's Taliesin Jaffe's Caduceus Clay. I really love that pink hair.



Caduceus Clay (select to view)

Is there a fan-favorite among the *Critical Role* art you create?
Matt's NPC Essek Thelyss is a huge fan favorite. The people's love rises and falls in waves, but for Essek it never goes away. Matt

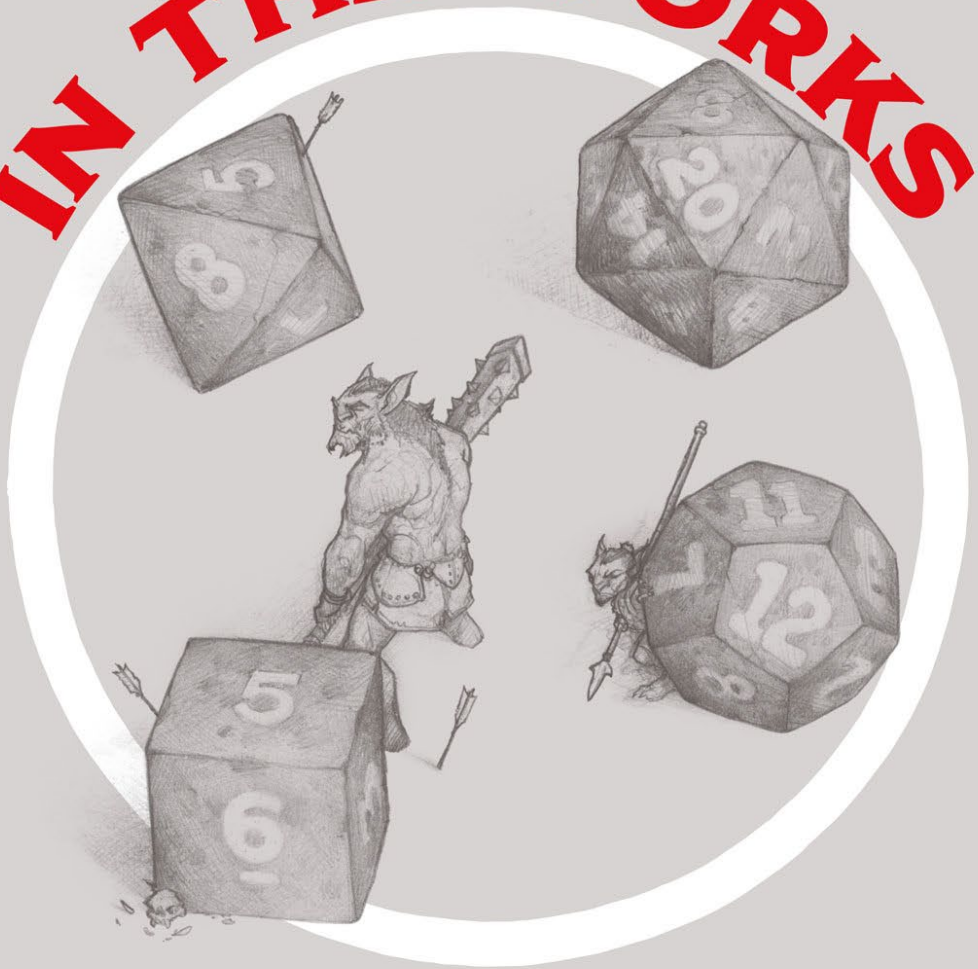
himself actually said that he didn't expect Essek to gain such notoriety or garner such love from the fans. But here we are. You never know what's going to happen in the game.

You can connect with Minttu Hynninen on Instagram and Twitter, and buy her art on the Society6 website.

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IN THE WORKS



PREVIEWS

IN THE WORKS



Critical Role: Call of the Netherdeep

by Matt Chapman

When you step into the world of *Critical Role*—whether you're enjoying its weekly livestream ("Is it Thursday yet?"), binging its animated antics, or reading its fifth edition sourcebooks that expand the D&D multiverse—you're entering the mind of Matt Mercer. And as Matt lays down his vision for the world of Exandria, bringing the continent of Tal'Dorei and beyond to tabletops around the world, he works with co-creators who share his passion. For *Critical Role: Call of the Netherdeep* that includes co-author James Haeck and concept artist Shawn Wood. To paraphrase *The Simpsons* newsreader Kent Brockman, we asked them what it's like to crack open Matt Mercer's head and feast on the goo inside?



Netherdeep Rivals (select to view)



Netherdeep Rivals detail (select to view)

“Mmmmm, delicious,” says James with a grin. “The worlds and stories he creates are tales fueled by the classic anime and video games he grew up with. All of that is filtered through the eyes of someone who wants to see the world become a better place, and who believes in the goodness of humanity. *Netherdeep*’s story reflects this, big time. I hope players view this adventure with those things in mind.”

“I’ve had the opportunity to work with Matt a few times now over the years, and every time it’s a pleasure,” adds Shawn. “We share a lot of the same touchpoints when it comes to experiences and preferences, which makes communication go smoothly.”

The concept art Shawn created for *Call of the Netherdeep* came from an initial chat with Matt, with James also delivering further detailed notes on the direction and lore. Meanwhile, James created the larger outline for the project based on Matt's original idea and location notes. Matt then met with the writers—Makenzie de Armies, LaTia Jacquise, Cassandra Khaw, and Sadie Lowry—in each of their weekly meetings, to make sure the project stayed on track.

Read our exclusive interview with Matt Mercer on *Critical Role: Call of the Netherdeep*.



Grotto (select to view)

CONCEPT ART

Much of the concept art created for *Critical Role: Call of the Netherdeep* has found a home within the book. James says one of his favorite aspects of D&D adventures is when readers get to see the early designs that started everything.



Sketch of the towers

“There was too much concept art to include *all* of it without busting our page count, but we crammed in as much of it as we could. It gives insight into the thought process of the designers and artists—including glimpses into other worlds that weren’t meant to be,” he says.



Netherdeep fashion detail (select to view)

“The concept art shown in this appendix was created to inspire the writers and help the artists envision some of the new characters, locations, and concepts that figure predominantly in *Call of the Netherdeep*. Concept work is all about communication,” adds Shawn, revealing that he didn’t write the captions we see in the final book. “To that end, I add a lot of notes to my drawings for the designers and art directors. However, most of those notes are directional and not for flavor. We usually strip them out before anything sees print. Thankfully, we’re all spared my misspellings.”

“I wrote the designer’s notes included alongside those concept pieces,” James confirms, “so readers have some context for what was going on in our heads when we were planning out these concepts.”



Paragon monster form

Those early sketches include the party of rivals that continues to challenge the players throughout the adventure. Shawn's initial designs ended up being very close to the finished art and included the clever theme hidden within their outfits, which helps cement their relationship as a team.

"As a rule, I try to push Dungeons & Dragons characters as far as I can away from superheroes and sports teams. I like our characters to feel accessible and I hope that's been a hallmark of my work on fifth edition," Shawn explains. "The throughline of the maroon colors in the group was more a result of working with a limited palette, to make them feel visually more together. In the end, we decided to push it just a little more so the cohesiveness was solidified."



Paragon God Mode sketch

They aren't the only ones dressed to the nines. Being told that the people of Ank'Harel are fashionable is one thing. Creating art that looks like it could grace a fashion designer's notebook is another.

"I spend a lot of time looking at modern fashion trends," Shawn tells *Dragon+*. "A lot of the looks were mix and match elements of modern high-end fashion designers that were then tweaked to feel like they belonged in the D&D universe. And, no, I haven't had the pleasure of designing real clothes. Yet."



The young Paragon (select to view)

This combination of incredible art and gripping storyline takes even the most devoted *Critical Role* fan to places they've never been before, in any media. James is proud to lead such a devoted following on their first steps in these new environments.

"The adventure starts in the Xhorhassian coastal town of Jigow, which is a fresh location that's only briefly mentioned in *Explorer's Guide to Wildemount*. It then concludes in a fearful, explosive clash in the Netherdeep, a place born from Matt's mind and tied to his notes as early as *Campaign 1*, but never before seen.

"This adventure also has one hell of a final boss, and those who love complex villains and character-driven stories will eat well, where *Netherdeep* is concerned."

Mmmmm, delicious indeed!

Critical Role: Call of the Netherdeep **is available now at your local game store, bookstores such as Barnes & Noble, and Books-a-Million, or online at retailers such as Amazon. A digital version is also available at D&D Beyond, and Roll20.**

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IN THE WORKS



Trick or Treat Studios D&D Masks

by Oz Mills

“I’ve been playing Dungeons & Dragons since I was in the second grade, when I first bought the original box set,” says Chris Zephro, President and co-founder of Trick or Treat Studios, explaining the history behind the popular Halloween company’s upcoming range of masks. “We definitely dressed up for a few games, too. I probably mustered up a pit fiend costume.”

Trick or Treat Studios was born out of Chris’s love of horror movies, and appropriately the company makes high-quality costumes and props. Its latest offering is a set of masks based on D&D characters and monsters. While Chris is a veteran of the game, he understands that not everyone can immediately spot an umber hulk, so he’s stuck to the basics for the first masks in the range.



(Select to view)

“I’ve loved horror and collected masks and monster memorabilia my entire life. When I decided to start my own company, I recruited my favorite independent artist, Justin Mabry, and now twelve years later here we are in the masks business,” he says.

“I always wanted to create Dungeons & Dragons masks. We decided to start with some of the more notable creatures. A beholder is recognizable to the masses, regardless of whether those people play the game or not, and the mind flayer is similarly famous.

Chris’s admiration for the ten-eyed aberration made for some interesting discussions when it came to producing the mask. The fact that it has so many eyes means it needs a greater number of parts, making it much more complex.



Beholder (select to view)

“You want to start a new line with a bang and everybody loves a beholder. But each one of those eyes is an individual mold that has to be made. And then you have to attach all those eyes to the mask, which is labor-intensive. But we’d rather do something right and have it be a little more expensive than have to compromise on the character to make it affordable,” he says, revealing that the standard beholder wasn’t his first choice for the line.

“The original idea was to create a zombie beholder. It turned out that the straight-up beholder was much more recognizable, so we ended up going with that.”

Fans of the iconic Saturday morning *Dungeons & Dragons* cartoon will also spot a familiar face!

“I also really wanted to include Venger, because we like villains, and he turned out to be the perfect mask. Russ Lukich on our team



Mind Flayer (select to view)

sculpted that one, and that mask is absolutely stunning. It looks exactly as Venger would look if he was stood in front of us in real life."

HANDCRAFTED SCULPTURES

The first step in the crafting process is to take original art and turn it into a 3D model. While that sounds straightforward, it can create a few challenges of its own.

"Sometimes you'll have a 360-degree turn around [the original art from every angle], whereas other times you'll base the mask on a single drawing. You have to, for all intents and purposes, create what you can't see," Chris explains.

The clay sculpture that's created is shown to the license-holder for approval. Once the design of the mask is locked in place, a master mold is created. This is done by molding the mask in plaster and then splitting this mold open, destroying the original clay sculpt in the process. Re-usable production molds can be made by taking a latex casting that's been filled with foam and covering it



Venger Mask (select to view)

with plaster.

"You pour latex into the production molds, and you let them sit in there for a couple of minutes and then you pour the latex out. When they dry, you pull out the finished mask," Chris says, adding that this process can't be carried out by machine.

"Once we mold the latex mask, it goes to a department that takes care of rough edges and smooths out any imperfections. From there, it goes to cutting, creating things such as eyeholes. And then finally, it goes to painting and hair. These masks are one-hundred percent handmade, with no machine work."

If you think the beholder, mind flayer, and Venger masks look great, there are plenty more classic characters and monsters on Chris's drawing board. Drow ranger Drizzt Do'Urden will be in that line up, now his design has been finalized.

"Drizzt is a unique character so we wanted to get him right. And our latest design for him looks great," Chris says.

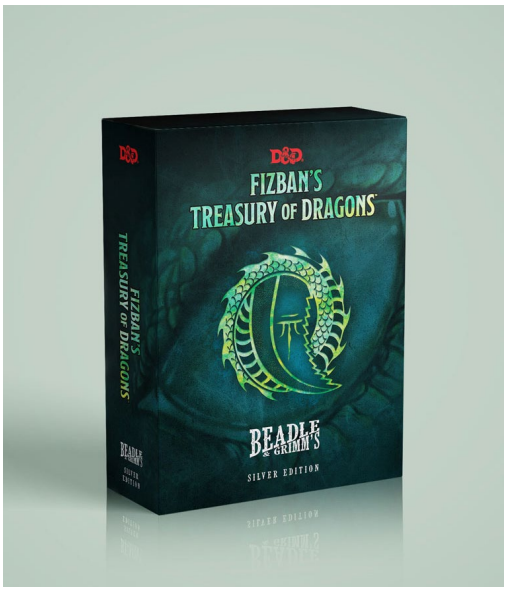
Preorders for Trick or Treat Studios' Dungeons & Dragons mask collection will begin in 2022. You can sign up to the company's newsletter for more information.

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IN THE WORKS



Beadle & Grimm's Silver Edition of Fizban's Treasury of Dragons



(select to view)

"It's right there in the title. It's Dungeons & *Dragons*," says Beadle & Grimm's co-founder Charlie Rehor, putting the emphasis on that second word.

"Dragons have always been first class creatures of this world, well beyond being a section in the *Monster Manual*. And now they've been elevated even further, showing how their actions and lore shape the world. You only have to read *Fizban's Treasury of Dragons* to see the time and love that's been put into this sourcebook. It's really exciting."

With amethyst, crystal, emerald, sapphire, and topaz dragons contained within its pages, *Fizban's Treasury of Dragons* is already a high-class product. Leave it to the hard-working goblins at Beadle & Grimm's to add even more sparkle as they fashion its premium "*Silver Edition*." Fans of the company's products will recognize the specialist items it's become known for, as this boxset includes 60 encounter cards containing dragon art, new magic item cards, and pre-generated characters. The sourcebook itself has also been broken up into its component parts, so a DM can hand their players the

information on draconic races, subclass options, and feats without worrying they'll skip to the bestiary and read ahead.



Magic Item & Draconic Gift Cards (select to view)

But Charlie says the centerpiece of this release is a series of mini-adventures, all of which include handouts. These ten one-page scenarios are designed to be easy for a DM to drop into their existing stories.

"We've created a set of encounters with particular dragons, ranging from low-level threats to fighting the more menacing creatures at higher level, to help integrate them into your ongoing campaign. Players get to face off against creatures such as the dragonbone golem, as we wanted to be sure to incorporate new material. And all our mini adventures have letters or other handouts to help kick each encounter off," he reveals, adding that a longer adventure with its own special props has also been included.



Encounter Card (select to view)

“That’s been written by Elisa Teague to function like an escape room set in a dragon’s lair. Players will move through a series of rooms that make up this lair, progressing as they solve puzzles. Our two artifacts within the box—a dragon-tooth necklace and a bag of hoard scarabs that you can wear as pins—also come into play as part of that.”

A dedicated battle map helps players through that escape room-style experience, and all the lair maps from the sourcebook have been printed on dry erase paper to further aid DMs.

“This is a really cool sourcebook and we’re very excited about our boxset,” Charlie says, standing aloft this hoard of goodies as proudly as any dragon.

Fizban’s Treasury of Dragons Silver Edition **ships April 2022 and is available for pre-order now at Beadle & Grimm’s website.**

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IN THE WORKS



Neverwinter MMORPG: Dragonbone Vale

The latest module for the free-to-play Dungeons & Dragons MMORPG marks the return of the game's main antagonist, Valindra Shadowmantle, as she joins forces with the Cult of the Dragon to terrorize Faerûn. We first discussed Valindra in issue #1 of *Dragon+*, as she took center stage in *Neverwinter*'s *Tyranny of Dragons* storyline, so it's great to hear she's still causing trouble across the Sword Coast and beyond. Who doesn't love a good baddie?



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"Valindra has always been a key figure in *Neverwinter*'s history. The game actually started with her attack on Neverwinter, where she commanded a dracolich, an undead horde, and her Thay allies," says Randy Mosiondz, *Neverwinter*'s Lead Designer. "Valindra and the

Cult of the Dragon actually have a little bit of a history. Sammaster, who started the cult, prophesized that undead dragons would rule the world. Valindra is one of the few outside the Cult of the Dragon who knows the right of the dracolich, from her deeds in Neverdeath Graveyard in the early part of the game."

Galvanized by Sammaster's ancient prophecy, Valindra and the Cult of the Dragon have come to possess an ancient artifact with the potential to amplify their foul magic. Having established a ritual site deep in the Sword Mountains, they plan to construct a powerful spell that will affect every dragon in Faerûn.



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As a hero of Neverwinter, you'll need to rally the forces of Protector's Enclave and lead the charge against Valindra before it's too late. Under the leadership of famed wizard Elminster Aumar, the allied factions must reclaim Dragonbone Vale to put a stop to this world-corrupting scheme.

"Elminster is always a fun character to work with. He's extremely powerful and a little eccentric," Randy says of the popular, iconic figure. "He also ties in closely to the Cult of the Dragon. Sammaster, who formed the cult, was an apprentice of Elminster until he started on his own path and began researching undead rituals. It's nice to tie that history back together."

DRAGON TALK

It's not entirely coincidental that a *Neverwinter* storyline featuring dragons appears hot on the heels of a major Dungeons & Dragons sourcebook on the same subject. The staff at Cryptic Studios were reading early copies of *Fizban's Treasury of Dragons* as they were developing this update, allowing them to incorporate some of what they read into the storyline.

"*Fizban's Treasury of Dragons* brings to light certain truths about these creatures, such as their echoes in other parts of the multiverse," says Randy. "Dragons have the ability to see their alternate selves in the multiverse and we took that idea and created dragonsight treasures. Players can find artifacts that imbue their characters with dragonsight, allowing them to find additional treasures in the game. And that also ties into the deeper story."



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The creatures themselves have also been given a boost. Randy reveals that an encounter with an ancient red dragon in the *Dragonbone Vale* storyline may surprise long-time *Neverwinter* players.

"That red dragon is one of the first using our updated powers, animations, and visuals. We've put a lot of work into the transformation of its fighting style. You'll see it doing wing swipes, jumping back, and casting spells. It's a real upgrade to our dragons," he promises.



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Dragonbone Vale is located in the Sword Mountains, south of Neverwinter. It's here that the Cult of the Dragon and Valindra's Thayan forces have discovered a magical device known as a *mythallar*. These ancient devices are so powerful the Netheril empire used them to float whole cities over Faerûn. But they can also be used to power spells that affect entire regions.

"Naturally, when the Cult of the Dragon, a potent necromancer, and a bunch of Thayan wizards band together to figure out what they can do with a *mythallar*, the plan is to create a ritual so vast that it brings about a lot of undead dragons," Randy explains. "The Shield of the North is dedicated to stopping that happening. This is a collection of all the key factions, which have decided to work together. It includes the Lord's Alliance, the Emerald Enclave, and the Order of the Gauntlet, who all have a vested interest in stopping the Cult of the Dragon and Valindra."

A new faction reputation system has been added to the *Neverwinter* MMORPG as part of the *Dragonbone Vale* update. By completing faction-specific quests, such as heroic encounters, defending supply lines, and gathering dragonsight treasures, players can build their reputations within each of the four factions. This resource can be used to unlock various rewards and features, including faction cosmetics, companion gear, and more.



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GRAPPLING NEW CONCEPTS

That won't be the only gear players have access to as they work their way through four distinct regions of the Sword Mountains: Whetstone Thicket, Quellwater Tarn, Wyrmbone Marrows, and Scaleblight Summit. The *Dragonbone Vale* update allows characters to travel by grappling hook for the first time, reaching the highest spots in this new adventure zone. The grappling hook mechanics work in these specific, designated areas and aren't available in the game's other zones at this time.

"One of the things that we always try to do with newer zones is to decide what's the special thing that players can engage with? For example, when we took players to Avernus, we had the vehicles in the center area that they could drive around in, and that turned out to be really fun. When we started thinking about bringing players to the mountains, we wanted that sense of verticality," says Randy.

"Dragonbone Vale is a vast zone so we wanted it to have that feeling of enormity. The grappling hook was a natural fit for being up in these elevated spaces. It allows fast movement to higher places, so players can discover new areas. It's a lot of fun to zip around the zone on these things. It's almost a shame when players have to jump on their really cool mounts and ride for a bit."



Reaching these regions may be quick and easy with your new toy, but things get more difficult once you arrive. Players can now access a new ten-player trial called *The Crown of Keldegonn*, where they'll confront Valindra and the dracolich Palhavorithyn atop some dwarven ruins. The story culminates in the *Scaleblight Mythal* Epic Adventure, where members of the Shield of the North assault the location of the great ritual and fight to stop the rite of the Dracolich bringing undeath to all dragons. And it doesn't stop there…

"Because this is such a world changing event, as the Shield of the North and all these important factions come together to try to save Faerûn, it gives us plenty of space to explore for a little while," Randy says.

The *Dragonbone Vale* update for the *Neverwinter* MMORPG is available now on PC (Steam, Epic Games Store, Arc Games), Xbox Series X|S and PlayStation 5.

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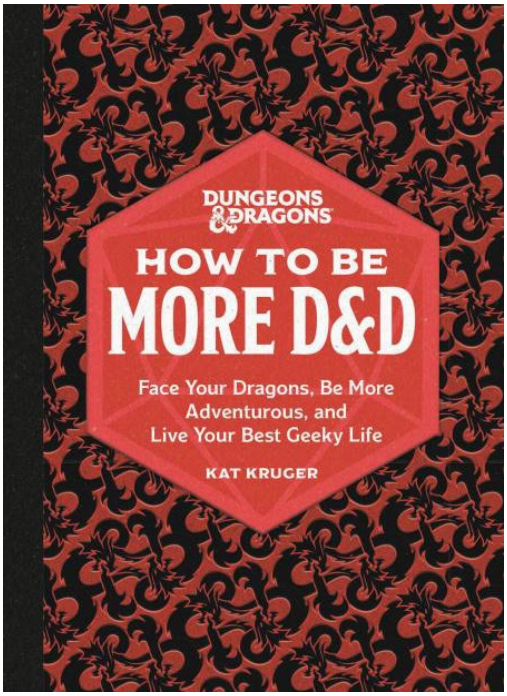
IN THE WORKS



How to be More D&D

by Mira Manga

Have you ever wanted to take the skills, knowledge, and sense of adventure you experience at the tabletop and use them to live your best life? Then author Kat Kruger has the ultimate guide for you. *How To Be More D&D* is designed to help you incorporate different elements of the world's greatest roleplaying game into your everyday experiences. Whatever life springs on you, the book's tips will help you deal with those random encounters, as your experiences as a player or a Dungeon Master help you interact with the modern world. Kat says she couldn't refuse when she was approached to write it.



"I instantly knew the book that I wanted to write because of how D&D changed my life completely," she tells *Dragon*+. "I wouldn't be a game designer if I hadn't played my first game of D&D at a sci-fi, fantasy, and gaming convention in Halifax, Canada. The game had such a huge impact on my life that I wanted to share some of the things I've learned along the way."

Many will recognize Kat from her actual play podcast *d20 Dames*, as well as a slew of interesting gaming projects, most recently breathing life into cute and colorful

candy for the D&D x NERDS adventures. Even those reading her work for the first time will get a real insight into her life, as her own story is woven throughout the book. For example, Kat first understood the potential for storytelling and collaboration within Dungeons & Dragons when Chris Tulach (who became her husband) ran a tutorial session. She sprinkles this knowledge throughout *How To Be More D&D* like a cool, older sister sharing a passion for the game alongside every thought exercise, interactive element, and nugget of wisdom.

Every page is filled with inspiration from the game to help the reader create their own "character," allowing them to use roleplaying techniques to their advantage in the real world as they discover their own strengths. Take the way Kat uses character creation as a doorway into self-discovery….

"As players, we get invested in our characters because we put so much of ourselves into them," she muses. "Whether we're trying to be the complete opposite of who we normally are in the real world, or we're subconsciously adding characteristics that are intrinsic to our own personalities, we are connected to those characters."

Kat encourages readers to explore their own personality traits, ideals, bonds, and flaws as they build their personal character sheet. She then asks readers to consider the three pillars of play: exploration, social interaction, and conflict resolution, with life hacks and observations touching on each of these areas. Kat's past life working in PR also allows her to draw on those communication skills, and she's generous in passing this knowledge on. It's an intuitive way for the reader to enjoy some introspection, as seen in her take on conflict resolution, for example….



Kat Kruger

"There was a long period in my adolescence where I felt like I was passive aggressive. I think it's the worst type of communication, because nobody wins and everyone is upset at the end of the day! I've personally worked very hard to fix that," she admits.

Readers can benefit from Kat's advice, with helpful sidebars and a "Non-combatant Tool Kit" at their fingertips. The book also sparkles with playable features throughout. For example, the "Random Acts of Kindness" table asks readers to roll a d20 and use the result from a list of suggestions to improve someone else's day. Meanwhile, the "Personal Random Acts of Kindness" table ensures you're also looking after yourself and indulging in some necessary self-care. Need a little cheerleading? A green "Roll for Support" table pops up throughout the book, allowing the cast of the '80s Dungeons & Dragons animated series to offer instant advice and encouragement at the roll of a d6. Tasha herself even pops up as an agony aunt to dispense useful advice.

How To Be More D&D aims to bring the hobby into your day-to-day routines and interactions, by gamifying self improvement and transforming mundanity into magical moments. Those who refer to it regularly are sure to find it's an essential item for their inventory, as it helps them level up.

"It's the little things that you can tackle that make big changes," Kat advises. "Life is a journey not a marathon."

How To Be More D&D: Face Your Dragons, Be More Adventurous, and Live Your Best Geeky Life **by Kat Kruger is published by Running Press on August 23, 2022. It's available for pre-order from Amazon, Barnes & Noble, and Kobo.**

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IN THE WORKS



2022 Figures & Statues

by Matt Chapman

The holidays may be behind us but there are still plenty of gifts to unwrap as we delve ever deeper into 2022. Some of the collectable figures that might soon be gracing your shelves include impressively detailed monsters, a Funko POP! villain, famous Feywild faces, and an epic battle scene featuring some familiar animated characters!



Modern Icons Gelatinous Cube Statue
Release date: Available Now

The latest addition to the Modern Icons Series is endowed with an insatiable hunger. Having scoured dungeon passages, this well-fed gelatinous cube is easier to spot than most, since its previous victim and other objects can be seen suspended inside its 7.18-inch-tall form.

MSRP: $59.99



Funko POP! And Die: Vecna Figure
Release date: Available Now

No Dungeon Master's or player's collection is complete without one of the greatest D&D villains, packaged with a bonus d20 die for those critical rolls. The vinyl figure is approximately four-inches tall, proving that evil comes in all sizes.

MSRP: $14.99

WizKids D&D Frameworks: Beholder
Release date: March 31, 2022



WizKids' new "Frameworks" miniatures are highly-detailed, customizable figures, created with more experienced hobby painters in mind. They're supplied unassembled and unprimed, and provide multiple options for building the figure, as well as mixing and matching parts across different miniatures in the line. The first miniature to get the Frameworks treatment is the beholder.

MSRP: $24.99

GF9 The Wild Beyond the Witchlight Collector Series
Release date: TBD



Gale Force Nine passes through the silvery mist and steps into the Feywild, a place of wonder and whimsy ruled by unfettered emotion. Featuring fantastical creatures and colorful characters as capricious as they are charming, the series is made up of a number of boxed collections: Zybilna & Iggwilv (2 figures), Harengon Brigands (3

figures), Hourglass Coven (3 figures), Valor's Call (5 figures), and League of Malevolence (5 figures).

MSRP: $20.00-$50.00



RP Minis Beholder Figurine
Release date: April 26, 2022

Beauty is certainly in the eye of the beholder with this officially licensed figurine. The three-inch miniature of the popular monster has a glowing eye to truly bring this iconic aberration to life. You can also learn more about your new friend in *Dame Beatrice J. Delacroix III's Guide for Training Your New Beholder*, a fully illustrated 32-page mini book (written with a little help from Hugo award-winning author Aidan Moher).

MSRP: $13.95



WizKids Elder Brain Dragon
Release date: May 2022

The only good feature of an elder brain, if you're not a mind flayer, is that it stays put at the heart of an illithid colony. But not anymore! The elder brain dragon, first unleashed in *Fizban's Treasury of Dragons* (and discussed here by James Wyatt), sees an elder brain take flight to spread ceremorphosis across the adventuring world.

MSRP: $99.99



Iron Studios Tiamat Battle Demi Scale
Release date: June-September 2022

In barren and inhospitable terrain, six young warriors raise their mystical weapons to face Tiamat. Ranger Hank, thief Sheila, not-so-brave cavalier Eric, acrobat Diana, magician Presto, and impetuous barbarian Bobby (with his unicorn sidekick Uni), battle one of the most fearsome and dangerous D&D foes. This impressive 1:20 scale figure, featuring the characters from the *Dungeons & Dragons* animated series, stands 22 inches tall and weighs 40.8 lbs.

MSRP: $1,399.99

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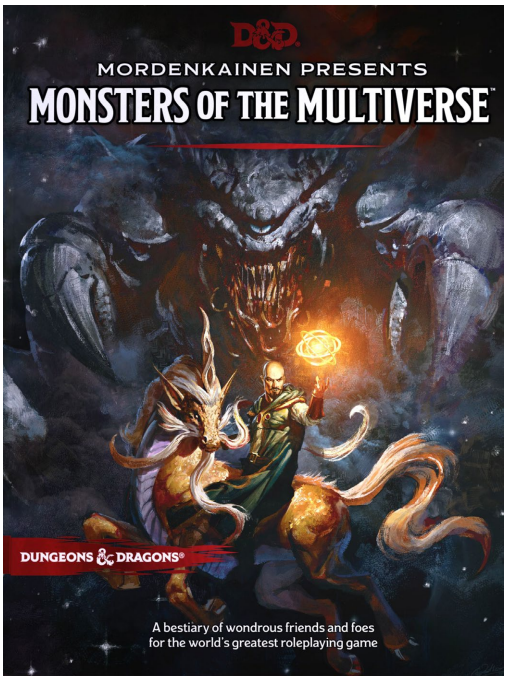


Migrating the Multiverse

Enjoy a host of creatures and playable race options when Mordenkainen Presents: Monsters of the Multiverse breaks out of the boxset in May.

by Matt Chapman

Look out behind you! Artist Grzegorz Rutkowski captures the wizard Mordenkainen soaring through the Astral Plane astride a ki-rin, unaware of the astral dreadnought slinking toward them. This stunning image graces the cover of *Mordenkainen Presents: Monsters of the Multiverse*, which features many of the creatures and peoples the wizard has faced on his numerous



adventures. Among the book's many entries are over 250 monsters (including those two on the cover) and 33 playable races.

Initially part of the *D&D Rules Expansion Gift Set*, *Mordenkainen Presents: Monsters of the Multiverse* is available as a standalone title in May 2022. That boxset of tomes packages all three fifth edition rules expansion books in one collection, complete with a beautiful and substantial Dungeon Master's screen. The copies of *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything* the set contains are the most recent versions of those books, reflecting tweaks and amendments made to each volume, but *Monsters of the Multiverse* represents a much larger update.



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Sparkling with the musings of the wizard Mordenkainen, this tome compiles and updates monsters that originally appeared in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. It also brings all the game's setting-agnostic races into one book, complementing the character options available in the *Player's Handbook*.

"This book began as a dream of ours to combine all the main monsters and player races that have appeared in the game since fifth edition's launch in 2014," explains project lead Jeremy Crawford. "We wanted to create a single-volume companion that could sit beside the *Player's Handbook* and the *Monster Manual*, as a one-stop-shop for the creatures and races found throughout the multiverse."

MONSTER HAUL

As its title suggests, *Monsters of the Multiverse* holds a truly monstrous collection of creatures for use in the Dungeons & Dragons roleplaying game. Hailing from every corner of the multiverse, they

represent some of the most malevolent and benevolent forces that D&D heroes can face. While their inclusion is often accompanied by Mordenkainen's comments, it was Jeremy and his team's job to recreate these friends and foes for use in any D&D campaign.

Updates include giving many of the monsters more damage and resilience, making spellcasters easier for Dungeon Masters to use in game, and improving the organization of the stat blocks themselves. Much of the lore also refocuses the creatures' stories on the D&D multiverse, rather than viewing them as inhabitants of a particular world.

"*Mordenkainen Presents: Monsters of the Multiverse* includes various NPCs and monsters that we've released over the last seven to eight years. This book brings together content from *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes*, *Mythic Odysseys of Theros*, *Eberron: Rising from the Last War*, *Princes of the Apocalypse*, and even *The Tortle Package*," Jeremy says.

"Maximizing the convenience for our DMs is such a North Star for us as we reconsider certain elements of the game. And as part of our never-ending conversation with the D&D fan base, we've learned that certain elements work better to create a more streamlined gaming experience. This was an opportunity for us to give these monsters a fresh coat of paint. We wanted to create a set of monsters and NPCs for every kind of campaign in every corner of the D&D multiverse."



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The major updates in *Monsters of the Multiverse* include:

Spellcasting. "We've made a number of our spellcasting monsters easier to run, so they're less overwhelming for DMs. These creatures still have spellcasting, so counterspell continues to counter their many spells should the players decide to marshal that tool against them. If a creature has a magical ability that's not a spell, then that magical ability cannot be countered. And that's intentional on our part as designers. Monsters with magical abilities that can't be

countered date all the way back to the *Monster Manual*—for example, the mind flayer's Mind Blast ability."

New Traits. "As you browse the book, you'll find monsters you're familiar with. Perhaps you've even used them before in your game. But when you look closely at the stat block, you'll find a new twist. We've added in new features to help a monster or NPC feel like the best version of itself. The kind of question we kept asking ourselves was: 'Is there a way that Zuggtmoy can be even more Zuggtmoy?'"

New stat blocks. "Eagle-eyed readers will find a few entirely new stat blocks. One of the most enchanting is the dolphin delighter, which is a telepathic, teleporting fey dolphin. In both *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes* we also suggested how to customize certain monsters. If we felt those options were compelling enough for Dungeon Masters to use in their campaigns, we did the work for them and created a new monster stat block. For example, the shadow mastiff discussed rules for creating a shadow mastiff alpha. In *Mordenkainen Presents: Monsters of the Multiverse* there's now a shadow mastiff alpha stat block, in addition to the regular shadow mastiff."

Challenge rating. "It might delight DMs and terrify players to learn that many of these monsters are far more dangerous than they were the last time they appeared in print. Our ongoing conversation with D&D fans delivered feedback that a number of our high-CR monsters were punching below their weight. We wanted to make sure that every monster really earned its challenge rating. Previously, a monster would hit its CR if the DM chose the best set of combat options, as optimizing those attacks justified the challenge rating. But if the DM didn't pick that golden path, a number of monsters fell short of their challenge rating. That's why many groups experienced monsters that appeared to be a lower CR than was stated, while other groups felt the monster earned its CR. In *Monsters of the Multiverse*, each monster has multiple-choice sequences that lead to the optimal path. It's suddenly going to feel like many of these creatures are more powerful, even though all we've done is clarify those choices."

Customization. "We've also provided customization tables for most of the NPCs in the book. These are specific to that type of NPC to inspire DMs to populate their campaigns with different characters.

For example, the bard stat block now includes a table to determine each bard's performance specialization. Are they a singer or a dancer? We have similar tables for NPCs such as the archdruid, the master thief, the swashbuckler, and so forth. It's then easy for the DM to quickly make an NPC different from the one their players encountered in the previous session, by adding this character detail."

RACES REBORN

Mordenkainen Presents: Monsters of the Multiverse also gathers together fantastical peoples from many different worlds. Each of these race options expands on the choices in the Player's Handbook when you create your D&D character. Taken from multiple sources, there are 33 player race options in total (and as every Planescape fan knows, the rule of three is important in the D&D multiverse!). In keeping with the book's multiverse theme, Jeremy and his team removed anything that tied those races to an exact location.



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"There are versions of these peoples that are specific to a time and

place on a particular planet. And then there's the version that is more universal, more flexible, more at home no matter where you are in the vast D&D multiverse," he says.

"We want to make sure that the kobold and the orc you meet in this book are the universal versions that make sense whether you're on Eberron, in the Forgotten Realms, in Greyhawk, or on any of the other worlds that our DMs use—including the worlds of their own creation.

"We also wanted to reinforce that all the game's races are as flexible as humans when it comes to their range of culture and personality. We therefore removed any traits that weren't tied to a race's physical or magical characteristics. Readers may notice that these races all became more powerful. We wanted the sense that they bring something meaningful to a party in a variety of adventuring situations."

These updates also make the playable races relevant for any class. Taking inspiration from *Tasha's Cauldron of Everything*, players use a floating set of bonuses for their ability scores during character creation, rather than having fixed bonuses appear as part of their character's race.

"We've been very public about the fact that ability score increases for the races don't appear in this book," Jeremy says. "We haven't liked that the choice of class in the game often had too much weight on the player's choice of race, because they felt they had to choose a certain race to get the best ability score bonuses for that particular class. Or going in the other direction, they'll pick their race and then feel that now limits which classes they can pick.

"That connection between race and class is not something we desire. Those ability score increases might reflect trends in a particular place on a particular planet, but they're not true of every member of that species everywhere in the multiverse. We want players to be able to pick those critical components of their character without feeling pigeonholed, choosing the two that really sing to them."

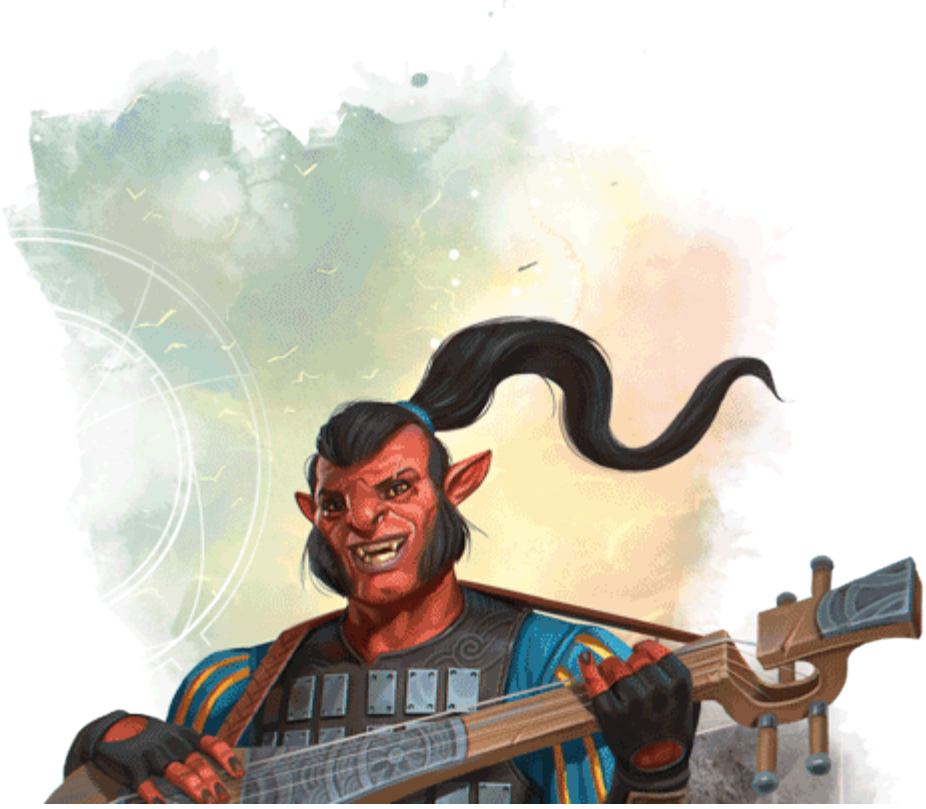
Jeremy says this update in the way the ability scores are distributed doesn't have to change anything for those players who want to honor the original racial bonuses.

“If a player wants to recreate the bonuses that existed previously for these races, the advantage of the floating bonus system is they can do exactly that. We haven’t taken anything away here, what we’ve done is given flexibility so players can create the character they want to create, without us putting our hand on the scale and saying this is the class you should be picking if you choose this race.”

FAMILY HISTORIES

In creating the most universal version of each monster and race, the team behind *Monsters of the Multiverse* got the opportunity to lay down some new lore. That involved taking a fresh look at some of the ideas that were previously held about certain creatures. The largest updates affected the goblinoid and kobold races, with nods to their new histories in both the bestiary and playable race sections.

“Writing this book allowed us to add in some really juicy bits of multiverse lore, as we created details about these creatures that are true at the universal level,” Jeremy explains. “For example, it’s part of the goblinoid family’s ancient history that they’re often associated with a god named Maglubiyet. But going all the way back to first edition D&D, it’s always been clear that Maglubiyet was the conqueror of the goblinoid people and not their godly ancestor.





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“This implied that goblinoids had a different prehistory and in this book we discuss their origins. Given the role of goblins in real-world folklore, the goblinoid family was originally from the Feywild before they were conquered by Maglubiyet and turned into the force that spread throughout the multiverse. There are still many goblinoids in the multiverse who remember their roots and have their own story. Some of the goblinoids in the monster section now have the fey type as opposed to the humanoid type.”

Fans of *Unearthed Arcana* will also have seen the new suggested options for the kobold appear back in April 2021. Jeremy says feedback from that playtest was overwhelmingly positive, with players enjoying the different options they could apply to their individual kobolds.

"The player base really liked the direction that we took with the kobold. That was a nod on our part to the different stories that feed into the history of that race. Kobolds have sometimes been presented as cowering folk, while at other times they've been seen as ferocious mini dragons," Jeremy says. "We wanted to allow players to find their way to the kobold they want to play. We've treated them the same way we treat humans in the game, in that there's a vast variety of them. These kobolds aren't distinguished by their assumed personality or cultural traits, but rather by their magical origins."

"D&D is not only a multiverse of different worlds in different wondrous planes of existence, it's also a big tent for different genres of fantasy, horror, high fantasy, humor, and so on," Jeremy concludes. "In *Mordenkainen Presents: Monsters of the Multiverse* we've created a host of options that will feel at home in a multitude of settings and a variety of sub-genres of fantasy, always with the aim of delighting our fellow fans."

Mordenkainen Presents: Monsters of the Multiverse **releases May 17, 2022 and is available to preorder at bookstores such as Barnes & Noble, retailers such as Target, or online at retailers such as Amazon. The D&D Rules Expansion Gift Set, which includes *Monsters of the Multiverse*, is available now at your friendly local gaming store, bookstores such as Barnes & Noble and Books-a-Million, or online at retailers such as Amazon.**

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Journeys Through the Radiant Citadel

Co-lead Ajit A. George shares a message of hope as diverse cultures shape the newest destination in fifth edition Dungeons & Dragons.

by Matt Chapman

Candlekeep Mysteries delivered an anthology of seventeen short, stand-alone D&D adventures tied to the most famous library in the Forgotten Realms. That storied setting bound them all together, as every adventure revolved around a book. The new anthology of D&D adventures, *Journeys through the Radiant Citadel,* promises to do much the same, as every one of its thirteen adventure is tied to the Radiant Citadel itself, a gem-like structure that binds together numerous locations across the Material Plane.

The idea for the Radiant Citadel came from Ajit A. George, following his creation of a Domain of Dread for *Van Richten's Guide*

to Ravenloft. “It was important for me to be able to write something that was Indian related for *Van Richten’s Guide*, and I became the first person of Indian origin in D&D history to write an Indian-inspired element. That was a powerful moment, and I wanted to do more,” Ajit recalls.

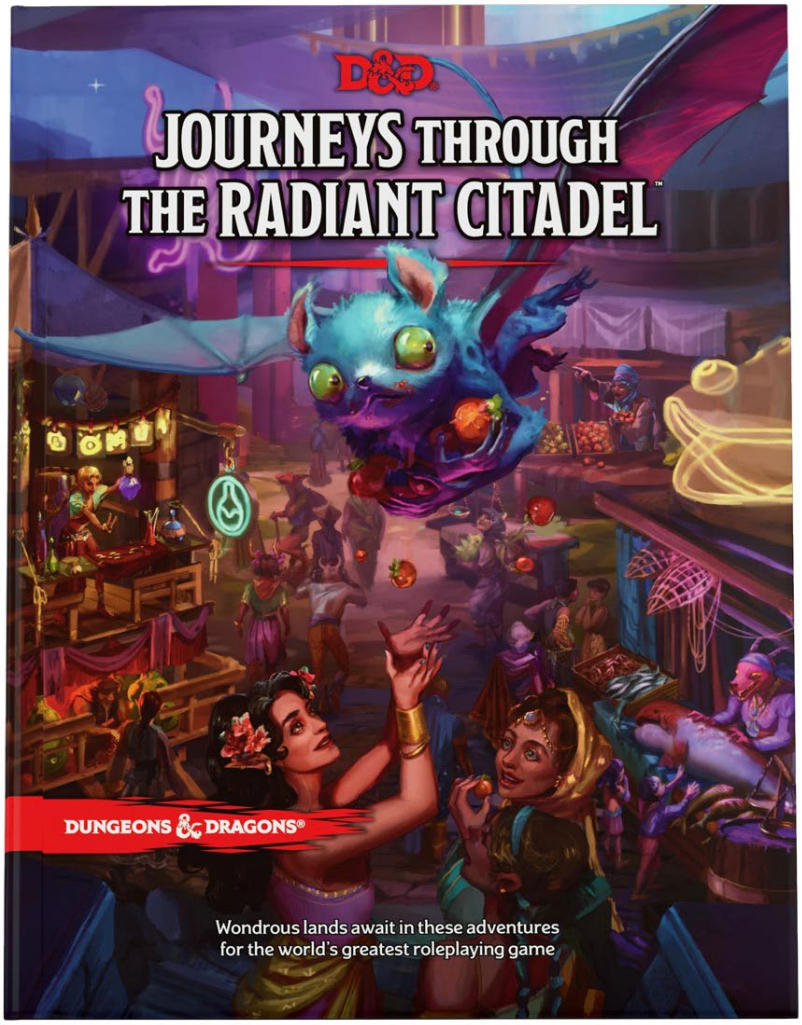


Concept art of the Radiant Citadel (select to view)

ADVENTURE BUILDING

Ajit developed his pitch with Jeremy Crawford, F. Wesley Schneider, and others on the D&D team. “I went into that pitch not sure they’d go for the idea. But they greenlit it!” Ajit remembers excitedly. “Wes and I closely worked together on most of the book, though we also took lead in specific areas where we had expertise.” The team set to work bringing on contributors, including Justice Ramin Arman, Dominique Dickey, Basheer Ghouse, Alastor Guzman, D. Fox Harrell, T.K. Johnson, Felice Tzehuei Kuan, Surena Marie, Mimi Mondal, Mario Ortegon, Miyuki Jane Pinckard, Pam Punzalan, Erin Roberts, Terry H. Romero, and Stephanie Yoon. The team wanted as many creators of color working on the project as possible, including on the interior and cover art. This led to contributions by a diverse group of illustrators, including artist Evyn Fong, who created the book’s traditional cover, and artist Sija Hong, who created the alt-cover for game stores.

The project developed over time and came to feature adventures set in exciting new locations. Along with each adventure is a gazetteer detailing a new location—like a night market, a city, or a region—along with tons of exciting story hooks. These gazetteers also provide suggestions for players creating characters connected to the locations where each adventure is set.



Traditional cover art by Evyn Fong (select to view)

THE RADIANT CITADEL

The creation of varied adventures and locales also helped with the construction of an exciting new location, the Radiant Citadel itself. Sitting in the depths of the Ethereal Plane, it's a collaborative society built using the knowledge of many lands. Of the twenty-seven cultures who established it, fifteen remain. Thirteen of those are the basis of adventures in this book, with two fleshed out in gazetteers in

the epilogue. Ajit—the lead writer on the Radiant Citadel section—worked to incorporate as much influence from the rest of the book's adventures and locations as possible, demonstrating how it took many hands to build such a unique place.

"The Radiant Citadel is not a typical fantasy city," Ajit explains. "Once all the adventure gazetteer sections were finished, I steeped in them for months. It's reflective of the Radiant Citadel itself that I created it after reading about those fifteen lands.

"And while the Radiant Citadel acts as a hub for those civilizations, it has the ability to generate hundreds of storylines and adventures. This is a book you could spend years roleplaying with. There's so much replay value in going into those gazetteers and building out further plots. I particularly liked the geopolitical complexity of the Shieldbearers."

The Shieldbearers are the Radiant City's dedicated search and rescue force, deployed to lands in times of crisis. Strict rules of engagement prevent them from taking sides in a conflict. Their job is to extract the vulnerable and defenseless, and to only defend themselves if attacked.

"This is the organization to join if you genuinely want to be a hero," Ajit says. "You're going to go into tough situations and rescue people who have no hope. It's a job with a high casualty rate. But by the rules of engagement, you are not allowed to attack unless you're attacked first. During peer review, one of the comments was, 'Conflict gets really messy. What happens if you restrict players like this?' I feel when players find themselves in complex situations like this, that's where the fun stuff happens. If they break the rules of engagement, they might rescue the innocents but there may be larger geopolitical implications that kickstart new plots and adventures."



Full art for the alternative cover by Sija-Hong (select to view)

BEJEWELLED NATIONS

As you'll see from Shawn Wood's incredible art, the Radiant Citadel is a landmass clustered around a gargantuan gemstone known as the Auroral Diamond. While its major landmarks—like the Court of Whispers, the Trade Discal, the Palace of Exile, the Passage of Respite, and the House of Convalescence—are easily accessible, the journey to its connected kingdoms borrows that gem motif.

"The Concord Jewels, which ferry people to and from the connected realms, came out of a vision I had. Originally, the Radiant Citadel was surrounded by five mini cities that would act as transports. But I thought that was messy. How does this mini city land?" Ajit asks.

"I was in bed one night, puzzling over the Radiant Citadel, when I had a vision for the Dyn Singh Night Market from the *Salted Legacy* adventure. In that waking dream, I saw a giant ruby glowing in the night sky floating down slowly to the market. I kept thinking of how gems mean lore, knowledge, magical energies, and so forth within cultures. That's when it popped into my head that we could do something strange and visually evocative for these transports."

Ajit's wife, Whitney Beltrán, who was a narrative design consultant on the project, helped him shape how the Concord Jewels would

interact with the Radiant Citadel and the fifteen civilizations they were connected to.

If you thought *Journeys through the Radiant City* had delivered all the gemstones it could muster with its structures and transit system, you've underestimated the riches within its pages. The Preserve of the Ancestors, a domed wilderness cut into the heart of the Auroral Diamond, is home to spirits from countless lands. These spirits inhabit tiny jewels and sometimes gather together with others of their kind from similar origins, fusing to become larger beings known as Incarnates. These animal and plant-shaped beings can carry within them the wisdom of whole civilizations.

"A lot of western fantasy rotates around the written word," Ajit notes. "And as much as I love books, many cultures have the practice of oral storytelling. In India, religious texts were passed on generationally using this method. Leaders of communities would memorize material until it eventually got written down. The Preserve of the Ancestors is my nod to oral storytelling. And the art team knocked the vision of the Incarnates right out of the park."



Kusa Xungoon of Xungoon Family Seafood by April Prime (select to view)

A NEW HOPE

"*Journeys Through the Radiant Citadel* is also a product of its time," Ajit says, explaining that his vision for the book sits within the solarpunk and hopepunk movements. "It's not unusual for people these days to feel tense and under siege in their lives. I wanted to give

them a fantasy space that felt protected and safe. Sure, they can go on any of the hundreds of adventures that will be spawned out of this place and bad things might happen. But they can always return to the Radiant Citadel and find shelter, food, healing, and the respite they need to regroup and rebuild, before heading out on a new adventure.

“Even though there are some dark pieces in this book, we wrote it with that silver lining of hope. We wanted to show that the collaboration between civilizations allows them to tackle complex ideas and come to a better understanding.”

Nowhere is that hope more evident than in the book’s disclaimer: “There is no guarantee that the light of the Radiant Citadel will be visible to the naked eye on your plane of existence, but know that it is there, whether seen or not.”

“That was the last thing I wrote for *Journeys through the Radiant Citadel*,” Ajit reveals. “It meant a lot to me to write that disclaimer and I became very emotional. I wanted to say that hope is still with us whether you can see it or not, whether you know it or not. Hope is still here.”

Journeys Through the Radiant Citadel **releases June 21, 2022 and is available to preorder at your local game store, bookstores, or online retailers. Also available for preorder through our digital partners.**

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Streaming Highlights: Invitation to Party

G4's Brian Terwilliger and host B. Dave Walters explain how a D&D liveplay show finally got its big TV break.



"There's not a lot of firsts left in this world," says B. Dave Walters, host of *Dungeons & Dragons Presents: Invitation to Party*. "So to be the first to do a show like this on TV meant a lot to me, and is something I will always be proud of."

If you're familiar with Twitch and YouTube, you'll know there's no shortage of actual-play games of Dungeons & Dragons to binge on, but somehow the format has never crossed over onto television. Brian Terwilliger, SVP of Programming & Creative Strategy at G4, wanted to put that right.

"I don't know what took the rest of the world so long but when I came to G4, I instantly said we need a D&D show. Dungeons & Dragons has been entertaining players at kitchen tables for decades

and also thrilling live audiences at conventions for years. With the performance, interaction, and creativity that D&D allows, it was time to champion it on contemporary media," Brian says. "A traditional media outlet might not understand what they're getting. So where better than G4?"



(select to view)

As well as being active on the two primary streaming platforms, gaming channel G4 is also available on cable and streaming TV. The company used *D&D Live 2021* to hone its skills when it came to the production of Dungeons & Dragons liveplay games. That event saw multiple tables host everyone from superstar DMs and players to celebrities such as Patton Oswald and Jack Black, allowing G4 to get a feel for how a D&D TV show might work.

"I don't know if anyone else was looking at it like that, but I treated *D&D Live* as my audition," B. Dave adds. "When the phone rang some months later about a D&D show, some of the core concepts you'll see on *Invitation to Party* were already in place."

"We were able to beta test to see what we liked. And we needed a little more refinement on the production side," Brian explains. "But it was the perfect bridge to hand the reins to B. Dave and our creative team to craft the experience that became season one of *Invitation to*

Party."



(select to view)

CASTING CALL

It was important for the show that its cast had a range of experience when it came to Dungeons & Dragons. That included people who'd been playing the game for some time, as well as those who'd never rolled a d20 and didn't know what part the Dungeon Master plays. Casting those newer players was designed to make viewers feel like they had a seat at the table.

"D&D is a wonderful game, but—much like your favourite e-sport—the mechanics can seem difficult to digest at the start," Brian says. "By casting the talent that we did, and by having B. Dave sand all the edges, we could show that this entertainment mirrors improv, theatre, and every kind of performance. That really helped the audience understand what we were trying to do."

"I told the cast very early on not to be afraid to ask questions. Because if you've got a question, somebody in the audience has a question," B. Dave says. "I don't mind explaining to you how *magic missile* works, and I'm never going to make you feel stupid for asking. We wanted to make this familiar yet accessible. My favorite comments that we got during all ten episodes were from people

saying they'd never played D&D, but now they wanted to. Or that they don't usually watch this kind of content, but they love our show. We knew we must be doing something right."

The regular cast was joined by guest stars throughout the series, and Brian says the competition for that seat was hot. G4 host Gina Darling managed to get herself onto the show in a masterclass of self-promotion, while actor Freddy Prinze Jr. also guested in an episode.



(select to view)

"Gina self-petitioned herself onto the show, and Freddy Prinze Jr. doesn't normally do improv, but he had a blast. When you have that type of energy surrounding a show, it transfers onto the screen," notes Brian.

"All our guests were fantastic," says B. Dave, revealing that these stars helped create a balanced adventuring party. "We'd think, we've got a fighter, a rogue, and a wizard, what do we need now? We need a bard, and that was Xander Jeanneret. Then next week, we need a chaos gremlin, and that was Gina Darling. It helped reinforce and expand what we were already doing.

"All we have to do is continue taking the audience on an adventure that they care about, introducing them to friends that they can invest in. And as long as we're helping people dream, who knows what can

come next?"

What comes next, Brian reveals, is season two of *Dungeons & Dragons Presents: Invitation to Party*.

"We've been so fortunate to have B. Dave driving this with us. We saw the growth in the cast, leading to emotional performances which had me in tears, all created by this magical energy between the performers and the DM," says Brian. "We know we're onto something special and *Invitation to Party* season two is coming soon! Our creative team and B. Dave are working closely with Wizards of the Coast, and we have a number of new ideas that we want to try. Not only were we the first ever D&D TV show, we're going to be the first one ever with a second season. We're extremely excited about that."

CHANNEL DIVINITY

"When season two premieres, *Dungeons & Dragons Presents: Invitation to Party* has its own dedicated YouTube channel," Brian Terwilliger notes. "Viewers will be able to watch all of season one, season two, plus additional content. We're really focused on serving this community and we can't wait to watch it grow."

VIEW THE CHANNEL

You can watch the first season of G4's *Dungeons & Dragons Presents: Invitation To Party* at Twitch and YouTube.

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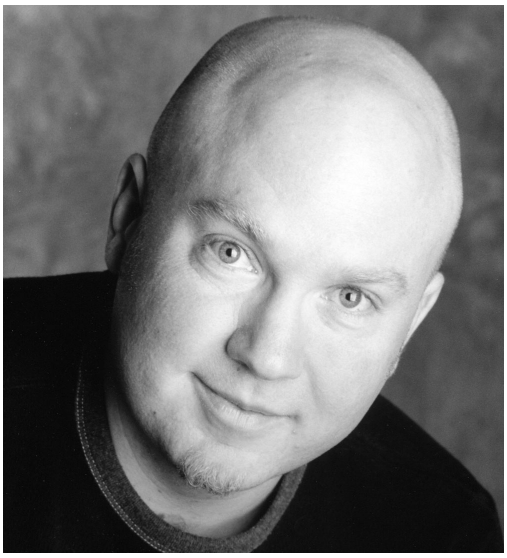
The Write Stuff: Aaron Reynolds

The writer of D&D-inspired children's series Fart Quest joins us to spill the magic beans on an unconventional journey into authorship.

by Mira Manga

"I hated books as a kid!" confesses Aaron Reynolds, author of the *Fart Quest* series, which is a surprising statement to hear from someone who has written almost fifty beloved children's books. "We didn't have books in the house and I have no memory of my mom and dad ever reading out loud to us."

Since bookshelves were not a major fixture in the Reynolds household, Aaron had to seek inspiration elsewhere to set him on the path to becoming an award-winning author. Luckily, fifth-grade teacher Mr. Hunter ("His first name was Richard, but I only found that out many years later!") was on hand to stoke an early love of the written word. The first book



Aaron Reynolds

Aaron heard read out loud by his teacher was Beverly Cleary's *Ramona the Pest*.

"Before then, I had decided that books were a quiet hobby, and I was a rowdy kid so that was just not my jam," he reminisces. "The day Mr. Hunter read *James and the Giant Peach* by Roald Dahl, there was an instant impact. I remember thinking 'Wow this is so dark.' James' parents get eaten by a rhino on page one! I had no idea that books could be like this.

"I definitely give credit to Mr. Hunter for launching my lifelong passion with books. I actually got in touch with him to say, 'You probably don't remember me but you read to us every day. I truly don't think I'd be an author today if it wasn't for you!'"

THE ROAD GOES EVER ON

Like many readers looking for adventure and excitement, it wouldn't be long before Aaron became enamored with epic fantasy tales. J.R.R. Tolkien was his gateway into a myriad of imaginary worlds that would further inspire him as a writer. Aaron still has his fifth-grade copy of *The Hobbit* and takes it with him on school visits when he's



talking about *Fart Quest*.

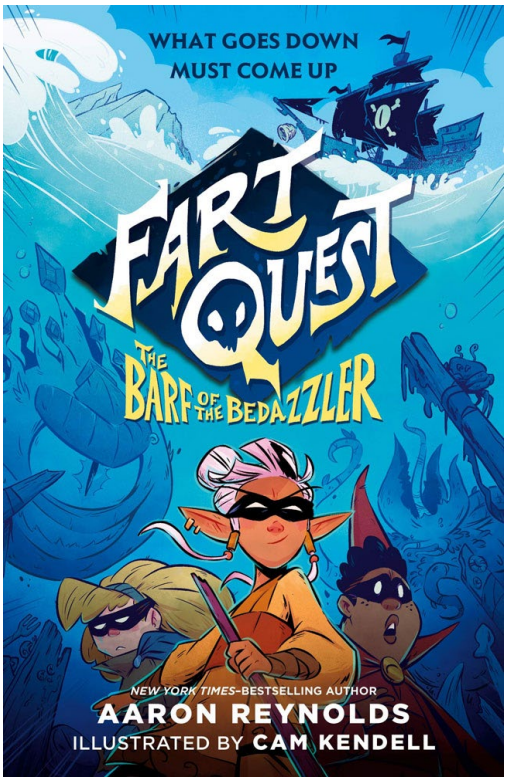
"Mr. Hunter read *The Hobbit* to us and that was my first taste of fantasy. I'd seen movies that featured elves and orcs, but I'd never read a book like it. I immediately scraped my allowance together and went to the B. Dalton bookstore at the mall to buy my own copy. While I was there, I caught sight of a book called *Ogre, Ogre* by Piers Anthony that was all about monsters. I realized this is my world!"

These literary trips into fantastical realms proved to be the perfect primer for Aaron's first encounter with Dungeons & Dragons. It was the summer at the end of his fifth-grade year when he found himself co-opted into an adventure.

"I'm hanging out at my best friend Andy Cook's house," Aaron says, looking back on the pivotal moment. "His big brother comes into the room and announces that his friends are over and they need more players for their game. He sits us down and begins to explain that we're in a fantasy world and I'm a fighter with a sword, adding 'Come up with a name!' Meanwhile, my friend Andy is 'a wizard with just a few spells.' And we get to decide what happens next in the game. That experience was life changing for me."

IF AT FIRST YOU

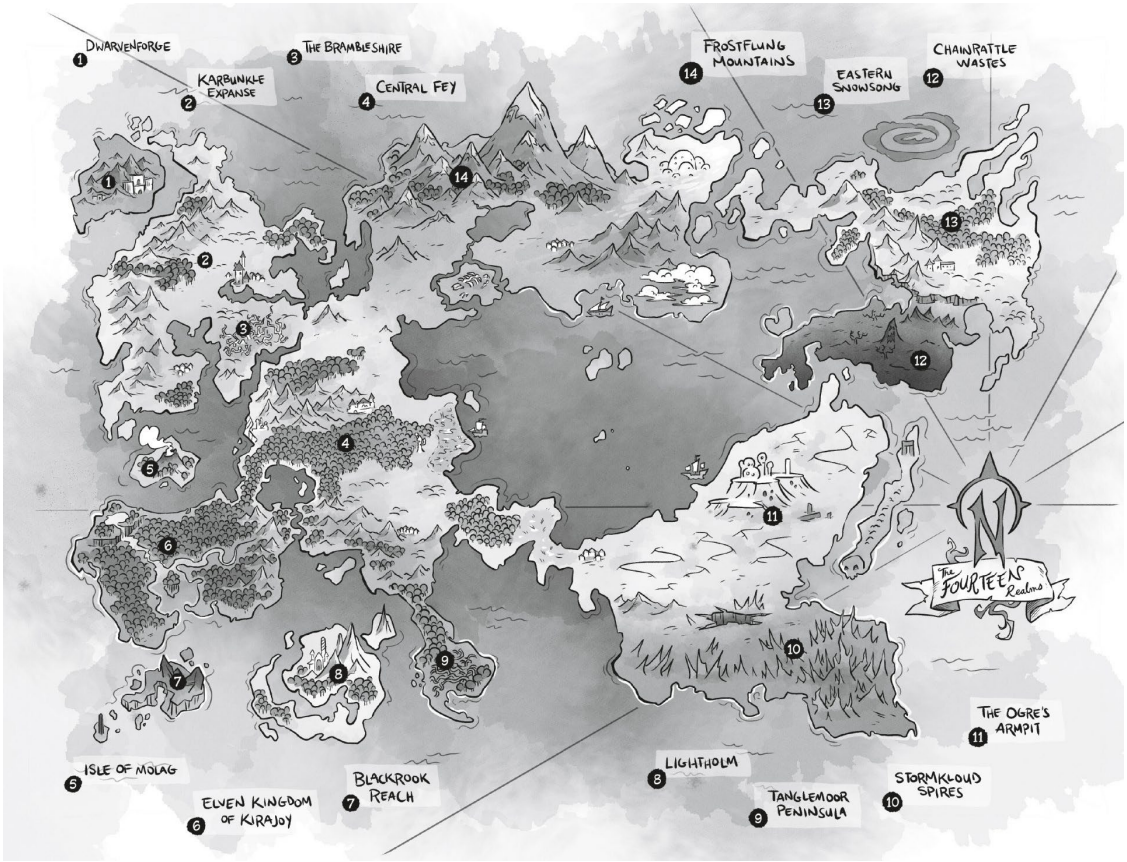
DON'T SUCCEED



Despite his love of fantasy and his newfound appreciation of D&D, Aaron's path to success with *Fart Quest* took a meandering route. He spent a lot of time gathering the experience points required to level up as a writer. He suggests it might have taken so long for his dreams to become a reality because he didn't even realize being an author was a job option.

"My career could have taken a completely different trajectory if I had only understood more as a high schooler. There weren't many available options outside of going to college or taking on an apprenticeship, and people with big imaginations can feel left out of that system," he remembers.

"I lived in Illinois at the time, which was six hours from the home of TSR in Wisconsin. If someone had told me I could travel up to Lake Geneva and apply for a job to write Dungeons & Dragons adventures, I would have headed up there and tried to get a job!"



Fart Quest's map (select to view)

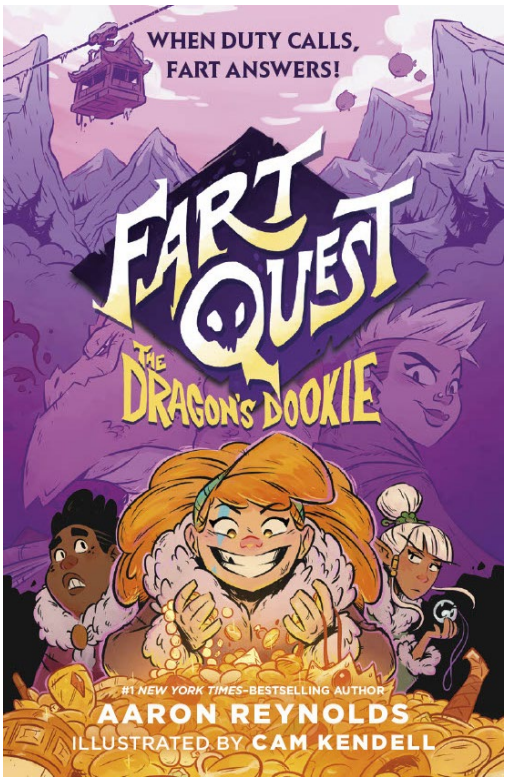
Aaron's early working life saw him turn a love of high school plays and a degree in the performing arts into a career in professional theatre. And it was a leadership position at a production company in Chicago that helped nudge him towards his current role.

"We were creating new plays and projects for kids when I had an opportunity to write my first script. That work matched my maturity level and synced up with my heart. I was going on 30 when I realized I liked writing more than I liked acting. That's when I decided that I wanted to write for kids. I dove into the research to discover how the children's book publishing business works," he recalls, admitting that it would take him many years and a lot of tenacity to succeed.

"I received 390 rejection letters over five years. The important thing was that with each attempt I was getting better. The rejection letters went from being addressed to 'Dear Author' to 'Dear Aaron.' Then they started to include positive comments such as, 'This is really funny. It's not for us. But you're funny, keep going.' Then those comments turned into, 'Wow, Aaron, I always love seeing a new submission from you and this is no exception. I really invite you to send me your next project." Eventually, my hard work turned into a

phone call from a publisher who said, “We received your manuscript. We love it. We want to turn it into a book.’ I remember getting off the phone and screaming!”

THE APPRENTICE BECOMES THE MASTER



The *Fart Quest* series is a joyful dungeon romp full of derring-do, danger, friendship, and—of course—gassy humor. After their masters are vaporized in a goblin battle gone bad, three lowly apprentices (Fart, Pan, and Moxie) decide to impersonate their mentors and pick up the mantle as heroes of the realm. But they need more than a fancy robe, magic staff, and book of magical beasts to be real heroes. They need a quest! When The Great and Powerful Kevin puts out a call for help, seeking the coveted Golden Llama and its magical golden fart, the young magic-user and his friends jump at the chance and embark on the journey they were destined to take.

It might be Fart’s name in the title (the character’s real name is Bartok) but Aaron felt it was important to put female characters center stage in the *Fart Quest* series. Pan and Moxie, the kickass duo of elf monk and dwarf warrior, often save Fart from his own misfiring spells.

“I wanted strong, awesome girls in the main roles,” Aaron says. “Female characters are too often relegated to sidekicks, but Pan and Moxie really are the powerhouse of the trio, because Fart messes up way more than he’s helpful.”

Together, this trio bonds as a party and learns the value of acting together and planning combat. If you think that sounds familiar, it was also Aaron’s intention to have this story introduce Dungeons &

Dragons to kids. In the first book alone, our novice heroes encounter a slew of classic monsters, including an owlbear, ettin, oozes, and ogres. The author hopes his tale helps entice a whole new generation of players to roll up characters and head out on their own adventures.



"My books hark back to those early editions, using those classic starting characters of human, elf, and dwarf. Kids can encounter all the other wonderful elements of the hobby through this book, but I also wanted to provide something for all the Dungeons & Dragons playing parents and the mini-painting aunts and uncles."

Discerning D&D fans reading to little ones will be delighted to discover a slew of Easter eggs that Reynolds has slipped into the series. Our heroes encounter a portal that'll resonate with survivors of Gary Gygax's *Tomb of Horrors*, while there are also nods to classic adventure modules such as *The Keep on the Borderlands*. Fart's master Elmore is even named for Larry Elmore, best known for his cover artwork of a fighter facing off against a red dragon on the classic 1983 "red box" Dungeons & Dragons Basic Set (and check out Ralph Horsley's brilliant parody for *Dragon*+).

PASSION PROJECT

The author's admiration for all things fantasy, literary, and D&D

shines brightly throughout the series and it's clear that writing *Fart Quest* has been a true passion project.

"This is my love letter to Dungeons & Dragons," Aaron proclaims. "I think this is the first time I've written anything so personal to me. It brings up the nostalgia of being introduced to the game during that magical fifth-grade summer and my excitement at discovering the *Monster Manual* for the first time."

If you needed further proof of his dedication to the game, you'll find it on his official website. Alongside the usual author information sits a portrait of his alter ego, a dwarven ranger, penned by *Fart Quest* (and *Dungeon Mayhem*) illustrator Cam Kendell.

"I've played dwarves for years and years and years," Aaron tells *Dragon+*. "Maybe it's their resilience and that their temperament matches my own? It's either that or the elaborate facial hair."

The *Fart Quest* series is available now at bookstores such as Barnes & Noble, and Books-a-Million, or online at retailers such as Amazon. The fourth book, *The Troll's Toe-Cheese*, arrives in September 2022. You can connect with Aaron Reynolds and see more of his work on his official website or by following him on Facebook or Twitter.

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Extra Life

With thoughts toward the coming year of Extra Life, we turn one child's concept for a scrap-metal-consuming monster into reality.

When playing a Dungeons & Dragons campaign, it's not uncommon for your characters to end up rescuing innocents or even saving the world. But D&D players (and Dungeon Masters!) can have a positive impact in this world, too. Formed in 2008, Extra Life is a fundraising organization where people from every kind of gaming space come together to support Children's Miracle Network Hospitals. And Wizards of the Coast helps bring player communities together to benefit this amazing cause.

In 2021, Wizards of the Coast helped raise over $1 million dollars as part of Extra Life efforts supporting Children's Miracle Network Hospitals. As part of these activities, the *Magic: The Gathering* team got kids involved, having them draw existing monsters and releasing

a selection as Secret Lair cards—sadly no longer available, though it's wonderful how many were snatched up by players!

To help honor their work, and in celebration of the Extra Life project, we asked young residents of Children's Miracle Network Hospitals to describe and draw new Dungeons & Dragons monsters. We've received some wonderful works of art, including the colorful coral (pop their bubbles to get a cookie, or a stinky surprise!), the vegetarian plant dragon, and the fey big cat dandylion, among many others. For this issue, we chose to bring Jake Rath's "scrapper" to life, creating a stat block and accompanying art for this mechanical menace.

We present Jake's creation as a PDF download below. Can we suggest staying out of grappling range, to avoid those grasping wires? And watch out for that eye beam!

Look for further creatures to be released in the future. And if you enjoy adding this creature to your fifth edition campaign, please consider paying that forward with a donation to Extra Life. Any sum you can spare, from the price of a tankard of mead to the number of coins you can fit on a *carpet of flying* without slowing it down, makes a difference!

With the help of our amazing DMs, players, donors, and viewers, we've raised more than $1,500,000 for Children's Miracle Network Hospitals since 2013! You can look up our roster of projects and make a donation via the D&D Team by visiting our dedicated Extra Life page.



Jake Rath's Scrapper, art by Mark Mitchell (select to view)

DOWNLOAD SCRAPPER

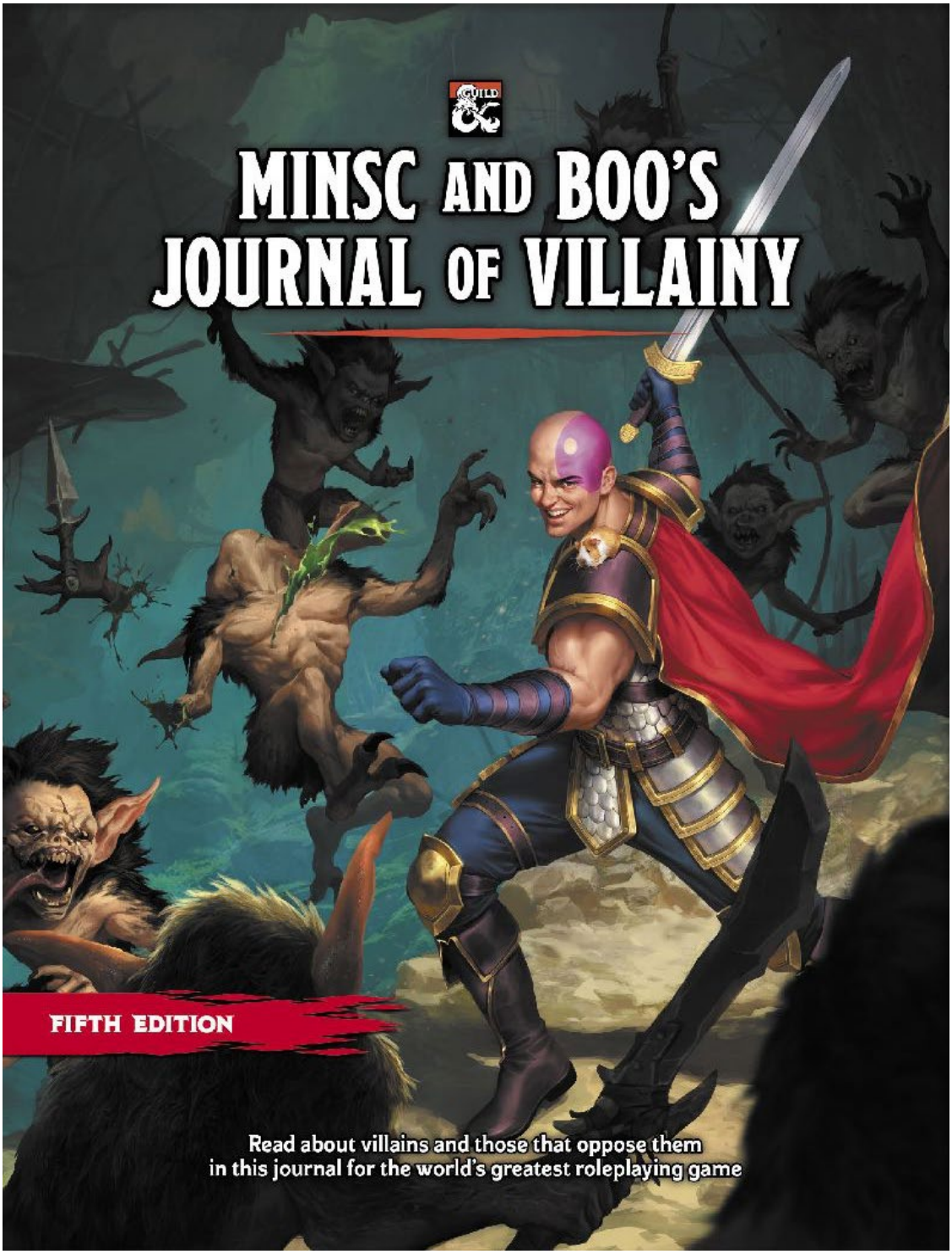
Join Our Party

If you want to raise money for kids this year by creating your own individual or sub team page, it’s easy! The Extra Life site guides you through the steps of registering, and you’ll be automatically added to the Dungeons & Dragons Extra Life Team. All donations that you and your sub team raise will help us reach our goal!

SIGN UP NOW

ADVENTURE MATERIAL

If you're looking for expertly crafted material to add to your games, we have just what you need—and all the proceeds are donated to Extra Life! All of the products listed below are available on the DMs Guild:



(select to view)

Minsc & Boo's Journal of Villainy: A century has passed since the events of the Bhaalspawn and Minsc & Boo have a lot to catch up on! Relive 100 years of their missed adventures with information on four cities, ten group patrons, a dozen new monsters, six arch-villains, and eleven dastardly henchmen! Available in both PDF and print-on-demand versions.



Art from Domains of Delight (select to view)

Domains of Delight:
A companion accessory to *The Wild Beyond the Witchlight*, this guide provides all the necessary tools to design your own Feywild Domain of Delight, as well as the archfey who rule them.

All the proceeds from our previous releases also continue to benefit Extra Life:

Locathah Rising
A D&D adventure that also contains rules for creating locathah characters.

Mordenkainen's Fiendish Folio
Crawling from the darkest recesses of D&D's history comes a

ferocious menagerie of monsters malevolent and benign! (Read more here).

Infernal Machine Rebuild
A D&D adventure in search of completing the *Infernal Machine of Lum the Mad*!

Adventure with Muk
Meet Muk, the very bravest goblin, and his best friend Birdsquirrel, in this activity book suitable for players of all "levels"!

Also look for additional material on the DMs Guild, with all Wizards of the Coast proceeds donated to Extra Life:

Lost Laboratory of Kwalish

Volo's Waterdeep Enchiridion

Tortle Package

One Grung Above

The Lost Kenku

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Scrapper

Large Construct, Typically Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +8
Damage Resistances lightning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages understands the languages of its creator but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +4

Electrified Chassis. Any creature that touches the scrapper or hits it with a melee attack while within 5 feet of it takes 19 (3d12) lightning damage.
Unusual Nature. The scrapper doesn't require air, food, drink, or sleep.

Actions

Multiattack. The scrapper makes two Spike Punch attacks. It can replace one of those attacks with a Wires attack.
Spike Punch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (1d10) piercing damage.
Wires. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* If the target is a Large or smaller creature, it is grappled (escape DC 15) and must make a DC 13 Strength saving throw. On a failure, the target is pulled into an unoccupied space within 5 feet of the scrapper and suffers the effects of its Electrified Chassis. Scrapper can have only one creature grappled in this way at a time.
Eye Beam (Recharge 5–6). The scrapper shoots an energy beam from its extended eye at one creature it can see within 30 feet of it. The target must make a DC 17 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

Original Design by Jake Rath. Stat Block Design by Amber Litke. Art by Mark Mitchell. ©2022 Wizards of the Coast LLC.

The Best of the Dungeon Masters Guild

Fiona Howat sorts through the flotsam and jetsam as the best aquatic adventures and mechanics rise to the top.



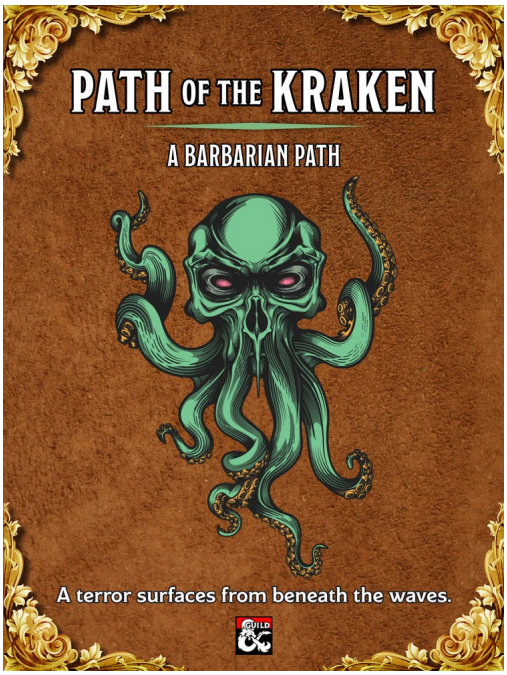
To celebrate the release of *Critical Role: Call of the Netherdeep*, we've unearthed a treasure trove of seafaring supplements from the Dungeon Masters Guild, perfect for any DM looking to send their party on an oceanic quest. Adventuring on (or even under!) the high seas presents both DMs and players with the chance to explore strange unknown worlds, without straying too far from home. From haunted shipwrecks to coral labyrinths, there are intriguing locations to discover and mysteries to be solved!



Saltmarsh's Notice Board: 30 Quest Seeds for Nautical Campaigns by Christian Eichhorn
Price: $4.99 (PDF)

From talking skeletons to exploring haunted shipwrecks, this fine collection of 30 side quests, styled as handwritten notes pinned to notice boards, are an excellent addition to any high-seas adventure. One such notice, "Craving Skin, Squirming color," introduces a peculiar tattoo artist with a dark secret and a dangerous favor to ask of those who call upon them. Written ambiguously, these plot seeds are intended to add flavor and mystery to any harbor town or island that your party may visit. See below to get your free copy for a limited time!

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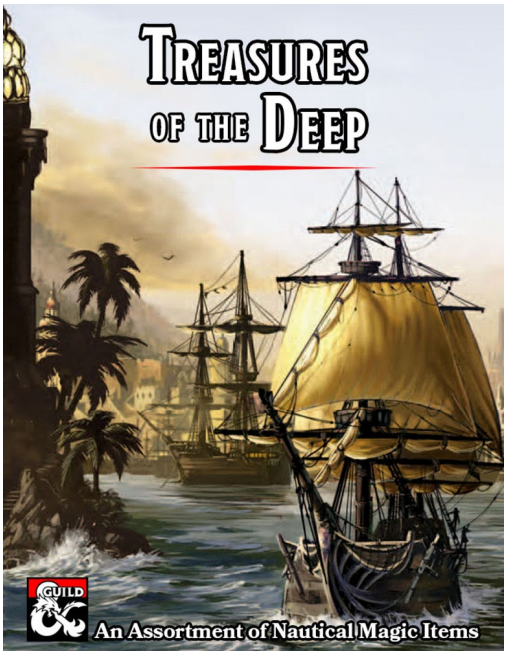
Path of the Kraken by Dungeon Rollers
Price: $0.95 (PDF)

"A primordial force, worshipped and feared by any being who has seen one, physically or in warped visions, a kraken is a creature far beyond that which most mere mortals can even comprehend." This barbarian subclass is the perfect choice for those seeking power gifted by ancient leviathans bent on the ruination of all that stands in their path. As well as gaining a swim speed and becoming amphibious, barbarians who choose this path also gain the Grasp of the Void class feature, allowing them to lash out with

spectral tendrils and hurl their enemies across the battlefield.

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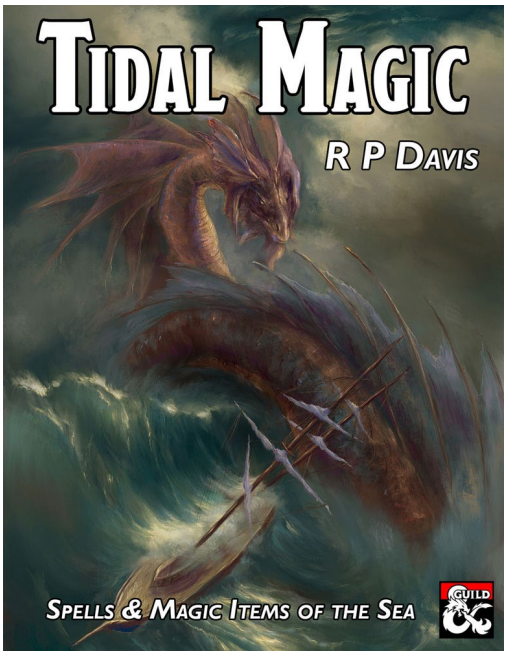
Treasures of the Deep by Wizard Sleeve Studios, Steve "Jaspor" Orr, and Bill Putrino
Price: $2.95 (PDF)



This supplement details twenty unique magic items that adventurers may find during their seafaring escapades, whether they're exploring forgotten shipwrecks, underwater caverns or hidden pirate coves. With original artwork by Kevin Catalan, rare mystical treasures such as the *cloak of the kraken*, the *peg leg of thunder*, and the *tricorn hat of influence* make great additions to any nautical themed adventure!

DOWNLOAD PDF

Tidal Magic by R.P. Davis
Price: $0.95 (PDF)

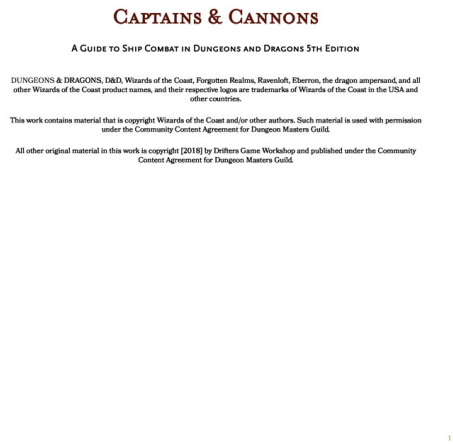


Tidal Magic features a selection of updated magic items and spells originally written for *Dragon* magazine's *The Far Corners of the World* series in the mid-2000s. Wondrous items such as the *selkie sash* (infused with the shape-changing magic of the fey) or the *ring of the kraken* (which grants its wearer the ability to transform their limbs into large tentacles) make perfect additions

to any underwater campaign. Notable spells such as *crabwalk* and *healing surf* are also a must for any seafaring spellcaster.

DOWNLOAD PDF

Captains and Cannons: A Ship Combat Guide in D&D 5e by Jasmine Yang
Price: $7.99 (PDF)

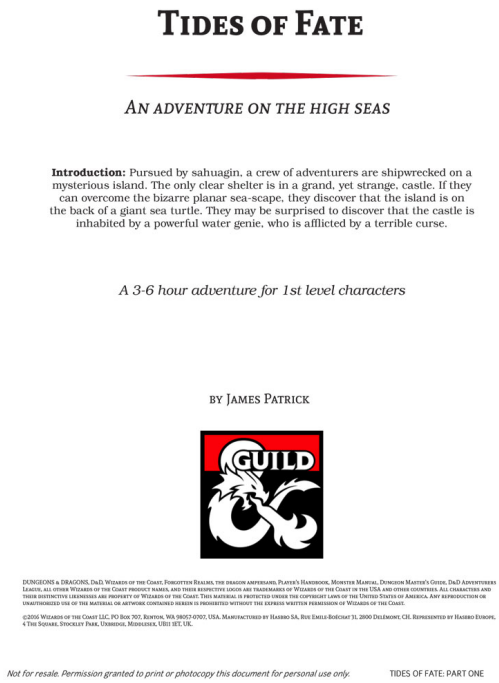


This ruleset supplement has everything a DM needs to carry out naval combat, whether your players are blasting enemies with cannons or ramming rowboats head on. Designed to be scalable and flexible, *Captains and Cannons* streamlines naval battles while keeping them realistic and in accordance with fifth edition rules. As well as six sample combat encounters and stats for thirteen unique ships, this supplement also includes rules for creating environmental challenges. These natural hazards pose a prolonged danger to a ship and its crew, inspired by the *Complex Traps* section in *Xanathar's Guide to Everything*.

DOWNLOAD PDF

Tides of Fate by James Patrick
Price: $9.99 (PDF)

The Tides of Fate series includes adventures for three to five players, taking them from 1st-level characters to 5th-level adventurers. Each entry in the series can be played as a standalone story or all five can be



TIDES OF FATE

AN ADVENTURE ON THE HIGH SEAS

Introduction: Pursued by sahuagin, a crew of adventurers are shipwrecked on a mysterious island. The only clear shelter is in a grand, yet strange, castle. If they can overcome the bizarre planar sea-scape, they discover that the island is on the back of a giant sea turtle. They may be surprised to discover that the castle is inhabited by a powerful water genie, who is afflicted by a terrible curse.

A 3-6 hour adventure for 1st level characters

BY JAMES PATRICK

GUILD

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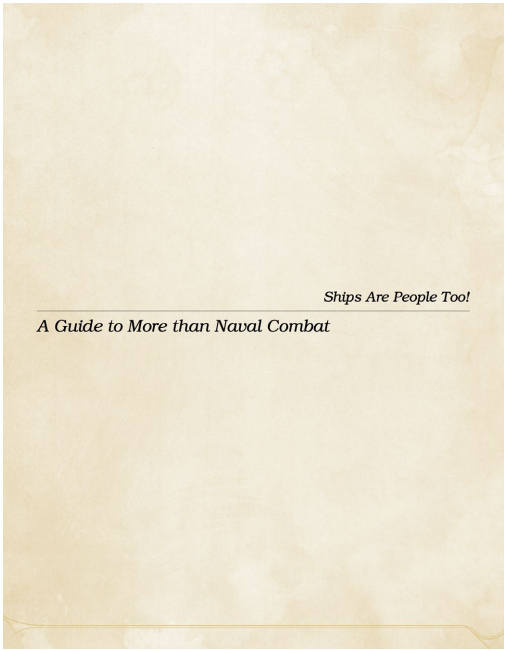
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combined to create a longer campaign. Strange islands, Lovecraftian dark mysteries, wealthy revenants, and the return of an aquatic deity await!

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Ships Are People Too! A Guide to More than Naval Combat by R.J. Quarles
Price: PWYW Suggested $1.00 (PDF)



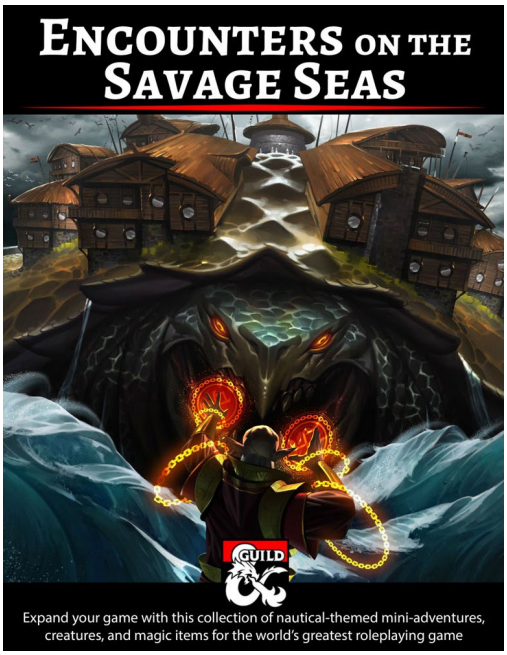
Ships Are People Too!

A Guide to More than Naval Combat

What if ships were treated as fully-fledged characters in naval combat? *Ships Are People Too!* explores this novel idea with the introduction of a ten-level class that adds ability scores, skills, tool proficiencies, and unique actions to oceangoing vessels. Out of the five distinctive ship specialties, the Striker archetype stands out for its abilities to ram and broadside other ships with ease.

DOWNLOAD PDF

Encounters on the Savage Seas by



Jeff C. Stevens, Teos Abadia, Alex Clippinger, Remley Farr, Anne Gregersen, Lilah Han, Bryan Holmes, Shawn Merwin, Ashley Warren, Hannah Rose, Tony Petrecca, Jean Lorber, Christopher Walz, Brandi Williams, JVC Parry, Chad M. Lensch, Michael E. Shea
Price: $14.95 (PDF)

This 100-page detailed compendium is a must for any Dungeon Master who wishes to explore the dangers of the high seas. From encounters with deadly goblin pirates to negotiating with gangs (the “loan sharks”—pun very much intended), this supplement is filled to the brim with aquatic inspiration. We love the concept of Badu, a pirate township that travels on the back of a gigantic dragon turtle!

DOWNLOAD PDF



Download *Saltmarsh's Notice Boards* for free!
This collection of quest seeds for nautical adventures can be used in any campaign that visits a harbor town or island. The majority of the hints deal with oceanic themes, such as pirates, haunted ships, and tentacled monsters. Author Christian Eichhorn has split the 30 teasers across eight notice boards, including options for 1st to 8th level characters.

DOWNLOAD THE FREE PDF

Q&A: JACK KISER OF

ONEBOOKSHELF

Jack Kiser is the Creator Relations Representative for digital publishing company OneBookShelf, working with community creators on both the DMs Guild and DriveThruRPG websites. He's also part of the Storytelling Collective (read more about them here), which offers online workshops in developing tabletop roleplaying games and writing original content. Jack can be found on Twitter and Instagram, where he posts about updated classic D&D print-on-demand offerings and fun DMs Guild titles, as well as photos of his two corgis and sneakers.



Jack Kiser (select to view)

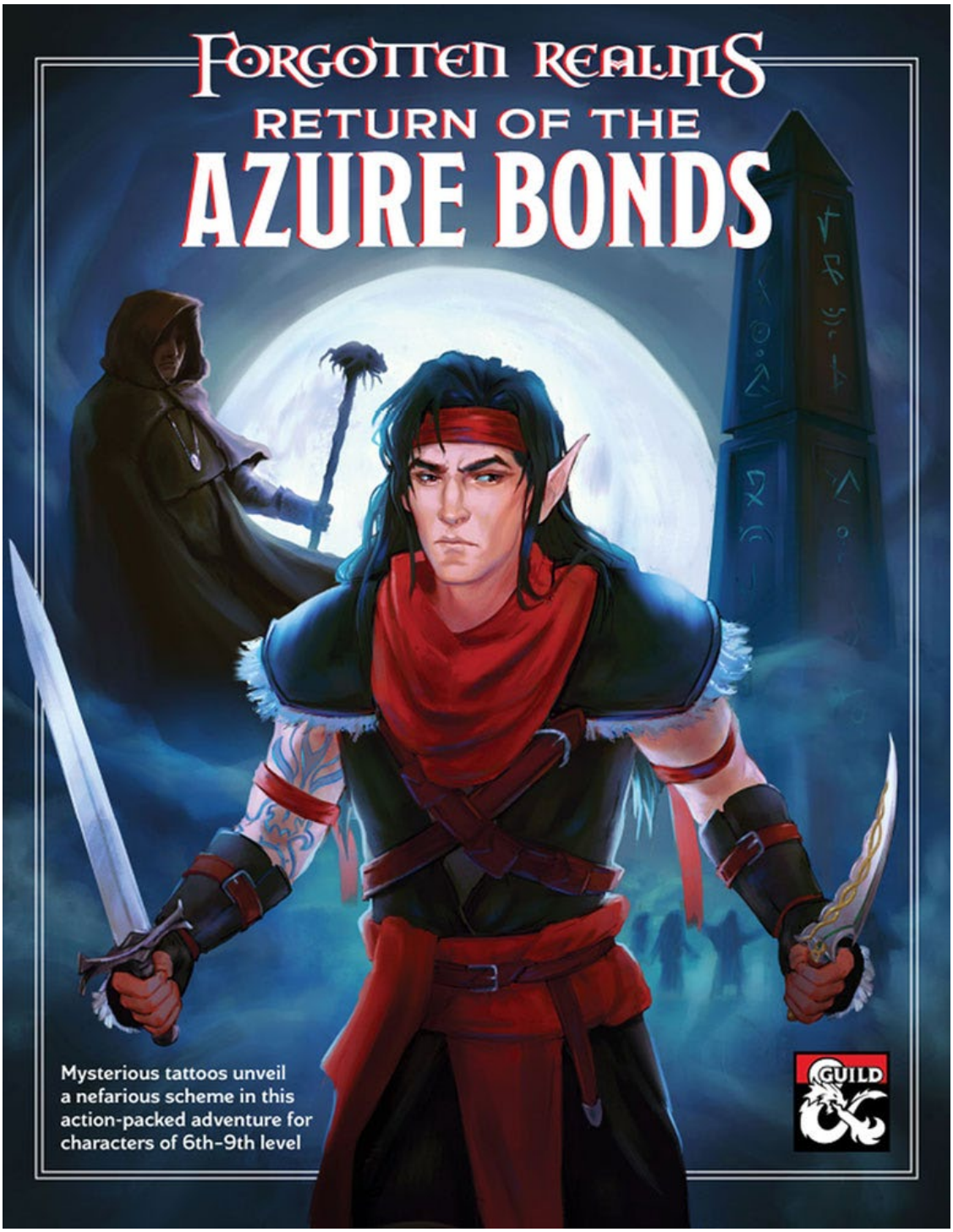
What's a standard day like working for the DMs Guild?
I'm mainly responsible for quality checking the newest titles and listings, making sure all of our content guidelines have been met before a product is published on the site. I enjoy helping new creators

put the finishing touches to their work. Publishing your work is always an exciting experience but there is something magical about someone putting out their first-ever release. I love being part of that process—it's one of the best parts of my job!

How do you recognize emerging talent on the DMs Guild?
Ultimately, it comes down to fundamentals. Being able to explain what your title is quickly and how it can be used by the customer is key, but these things aren't learned overnight. Using resources like the Storytelling Collective can help creators fine-tune their products and give them an edge over the many titles that are released daily on DMs Guild.

What elements does a product need to be a bestseller on the DMs Guild?
It takes a lot of hard work to get a title onto the "Most Popular" list. For me, products that stand out often focus on an area or concept that's missing and bring a fun perspective to the table. Releasing new products on a consistent schedule also helps build a following of people who are keen to support your work, either by sharing or through word of mouth.

What, for you, makes a good story?
I feel that the best stories are the ones that the writer is passionate about. Readers can sense when you've found something you care about and need to get in front of other people, whether it's a book or a D&D adventure.



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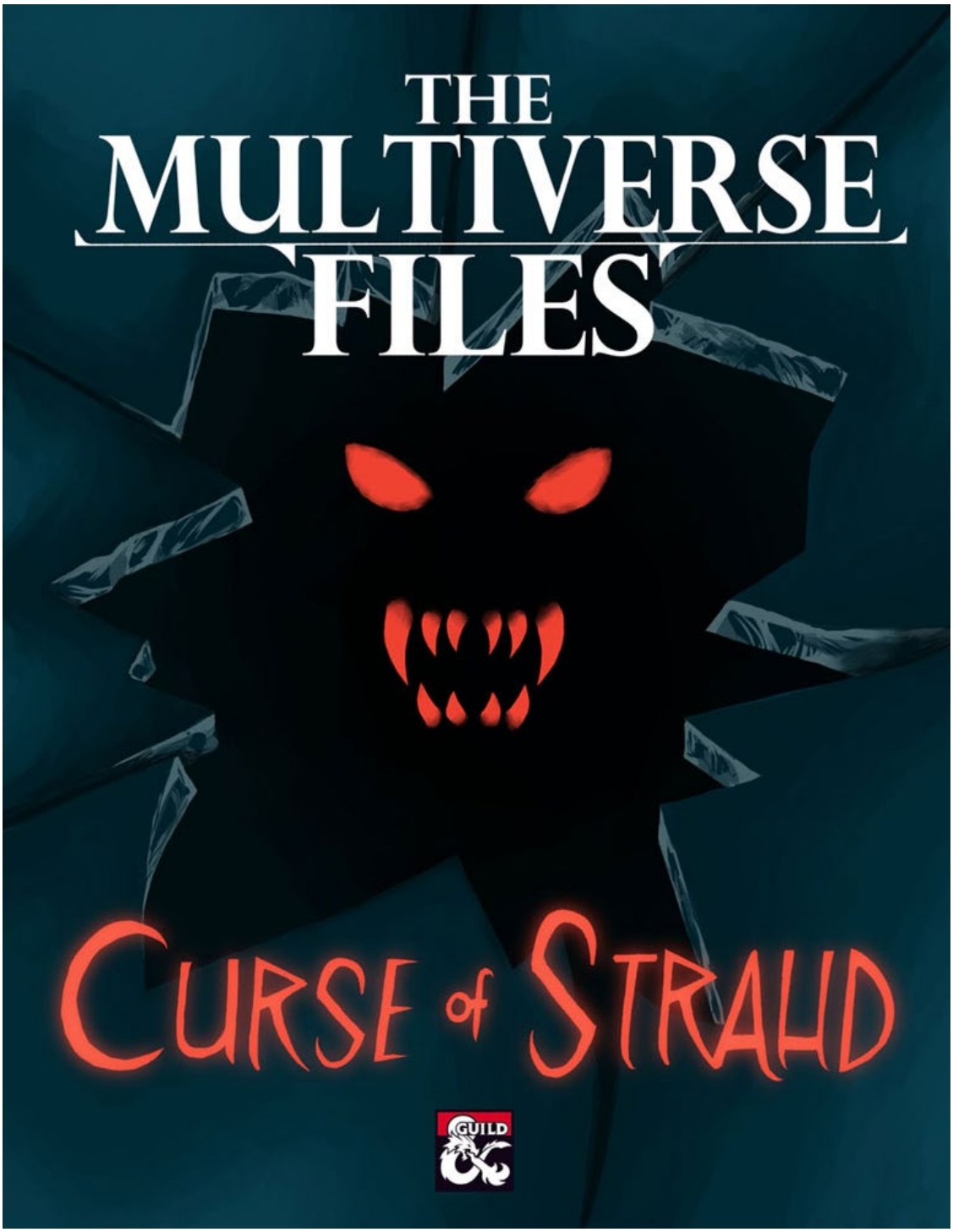
Do you have a favorite recent release? And what made it stand out?

This is tough because I tend to like a lot of products that pop up on the DMs Guild. Here are my current top three:

- *Return of the Azure Bonds* is a spiritual sequel to *Curse of the Azure Bonds*. I love modernizing classic D&D adventures and the authors do a great job of recreating the feel of that second edition

adventure, novel, and computer game—but with updated fifth edition rules.

- *The Multiverse Files: Curse of Strahd* is written by prolific DMs Guild author R.F. Jordan, and explains how to change this popular adventure in small ways that make replaying *Curse of Strahd* seem like a brand-new story.
- *Tabletop* allows a short one-shot to be played with hardly any work from the DM. Its scenarios can even be played without a DM. Having this with you on game nights, when you want to play D&D but don't have a set campaign, brings all the fun of rolling dice, battling monsters, and roleplaying but with the speed of a great board game.



(select to view)

Is there a particular topic or theme which is currently underrepresented on the DMs Guild that you would like to see more of?

There are so many products on the DMs Guild that if someone needs something specific for any facet of play, there is probably a title for it. And yet every week someone comes out with a new product that fills a gap I didn't even know was there.

The Storytelling Collective's flagship program is the RPG Writer Workshop. What can prospective students expect when they sign up?

The RPG Writer Workshop started as a single course, Write Your First Adventure, where participants would write, produce and publish their first one-shot tabletop roleplaying adventure. Since then, we've developed the workshop into a fully-fledged program, offering five on-demand courses on a range of RPG topics such as game layout, creating your campaign setting, and choice design in solo-adventure gamebooks. Signing up for any of the Storytelling Collective's courses gives students access to our course platform, free course resources and our Discord servers, where they can connect with fellow storytellers.

What's been the biggest highlight for you working as part of the Storytelling Collective team?

I've seen a few creators move from being nervous about releasing their very first product on the DMs Guild to being the lead designer on a huge collaborative product with multiple contributors. It's a great feeling knowing we helped them start their creative journey!

The Storytelling Collective hosted Flash Fiction February, where writers were challenged to create a short piece of fiction every day of that month. What were your favorite prompts used in that challenge?

Our prompts are always just one or two words, to keep the focus on the creativity of the writing. This year we introduced image prompts, our first being the Pantone color of the year, Very Peri. It was exciting to see participants take such a broad prompt, just a shade of blue, and create whole stories around it. It's wonderful to see the simplest things capture the imagination and let it run wild.



What other #StoCo creative writing challenges can we look forward to in 2022?
We'll run the April Poetry Challenge and Short Story September during those respective months. We'll also run a June Journaling challenge that takes place for two weeks during that month and 12 Days of Creativity in December. What's great is that all these writing challenges are free—anyone can take part!

What are your recommendations for good writing habits?
The most common one people say is "write every day" but that can be difficult for many people and is not always very helpful. We recommend consistency. If you can't write every day then maybe find one hour a week that you can write. Set up a special place that is just for writing. Creating an environment that is conducive to creativity can help you to continually get into that "creative space" and the more often you do that, the easier it will be.

What one piece of advice would you give to anyone who is thinking about making content for the DMs Guild?
Starting is the biggest hurdle. The main goal of the Storytelling Collective's Write Your First Adventure program is to get your first product published. Once you have that first product out there the next one will be easier, and it will keep getting easier each time. It's all about finding your process and figuring out the best way for you to write and design. The ideas for stories and rules supplements are never-ending once you know how to get them down and get them published.

What projects have you got coming up in the future?

In May, Storytelling Collective will run our biannual Write Your First Encounter workshop, where writers will be tasked with creating a one-page encounter that they can then submit and publish in our *Collective Encounters* series. This will be our fourth collection and they are always super fun and a great resource for DMs to add something fresh to their games.

DESIGN THOUGHT: RUNNING UNDERWATER ENCOUNTERS!

One of the biggest challenges when it comes to running underwater adventures is combat. Creatures in water can move omnidirectionally as if they were flying, meaning they can move up, down, or diagonally. While this can lead to some creative combat maneuvers, it can also make encounters difficult to track, especially when using the "theater of the mind" style of play.

An easy way to track a creature's position during an underwater encounter is by having a fixed point of reference for everyone to fall back on. For instance, if the seabed is visible during the combat, treat it as the ground level and keep track of how many feet *above* that level each creature is. Similarly, if the encounter is taking place out in the open ocean with no visible floor, think of the surface of the water as the "ground" and keep a note of how many feet *below* the surface each creature is.

Describing distinctive landmarks or unusual structures in relation to a creature's location also helps paint the scene clearly for your players. Having an underwater ruin or waterlogged shipwreck nearby makes it easier to identify that the enemy creature is actually "15 feet from the bottom of the wreck" rather than "15 feet over there."

To challenge your players, try incorporating different vertical threats or traps when fighting underwater. Adding natural hazards to the environment (such as a strong underwater current, rapidly sinking flotsam and jetsam or a thickly knotted kelp forest), adds unpredictable dangers to the encounter, which the party might choose to use to their advantage during the fight.

While underwater combat may seem intimidating at first, running

combat in three dimensions can open up an astounding amount of different positioning and battle tactics for both players and DMs. So go ahead and dive in!

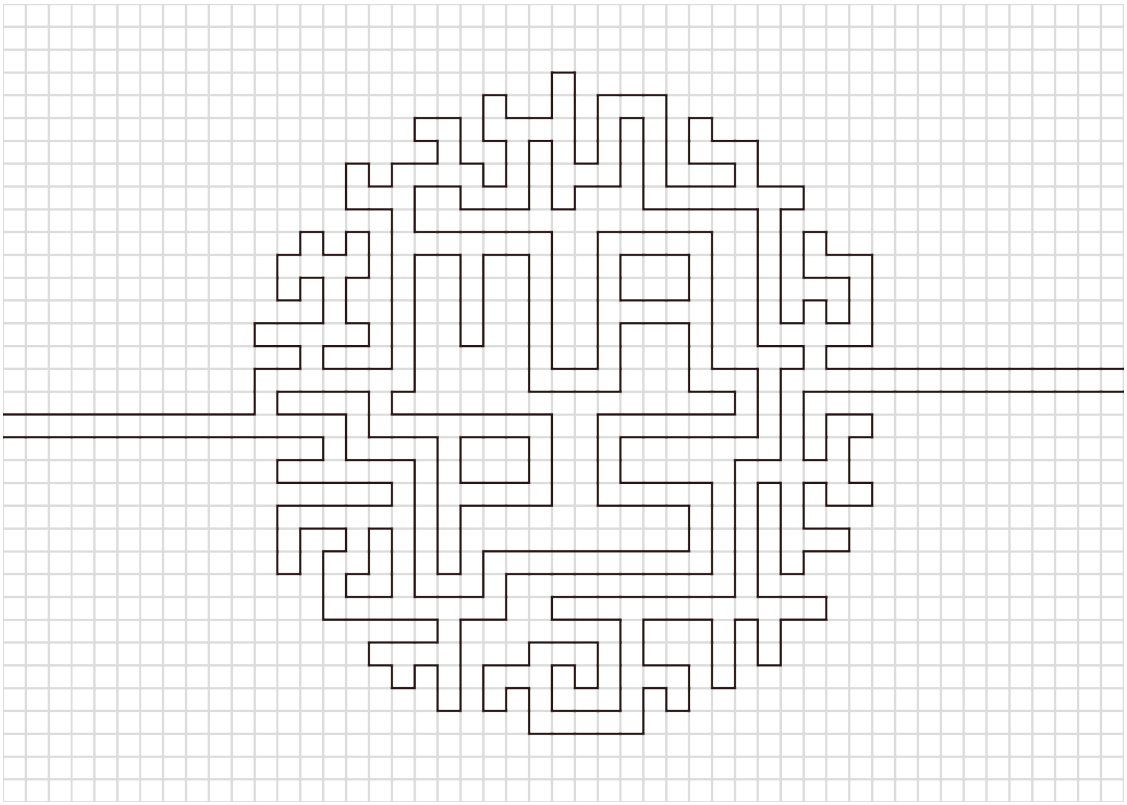


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DUNGEONS & DRAGONS
PRESENTS
INVITATION TO
PARTY
CAMPAIGN TWO COMING SOON!

Maps (and Art) of the Month

More maps and illos in support of your games! This issue, we look at ancient vaults, derelict trees, and what may be the most bizarre tower in all of Candlekeep Library!



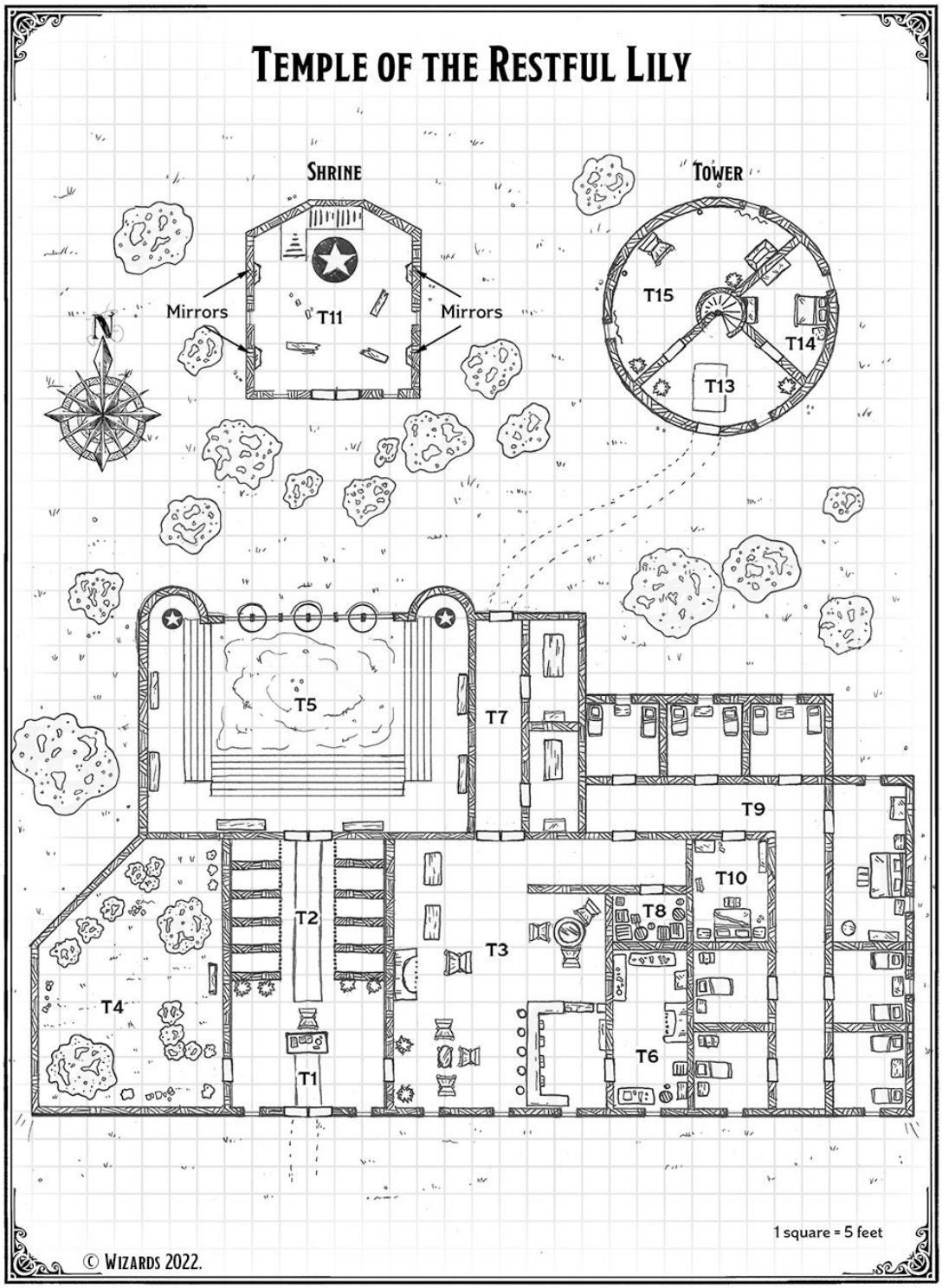
WARNING: THESE MAPS MAY CONTAIN SPOILERS FOR CANDLEKEEP MYSTERIES AND FIZBAN'S TREASURY OF DRAGONS.

CANDLEKEEP MYSTERIES

We've barely scratched the surface of the incredible array of maps and art within this compendium of adventures—so let's add some more to the mix! This issue, you'll find maps and illustrations for both *The Price of Beauty* and the *Kandlekeep Dekonstruktion*

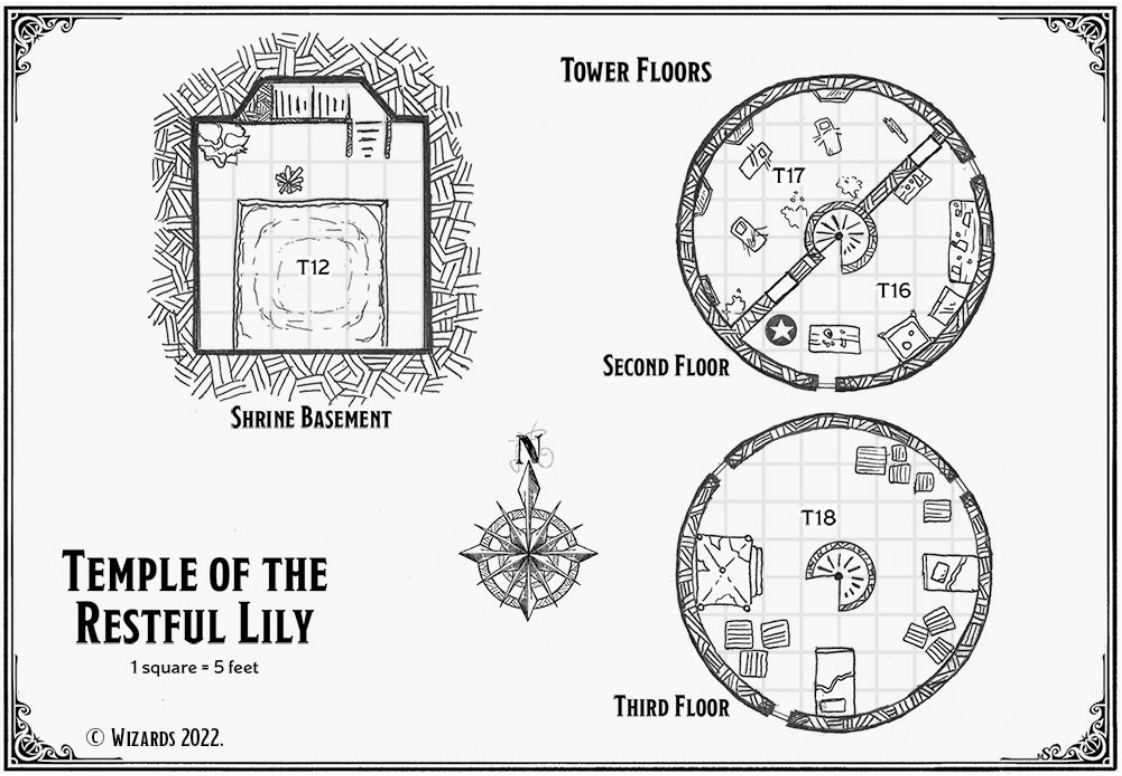
adventures.

The Price of Beauty
In this adventure for 5th-level characters, a book shows the way to a secluded temple where beauty is only skin deep. Written by Mark Hulmes, you can read our interview with him from a previous issue.



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Temple 1 TAGGED
Temple 1 UNTAGGED



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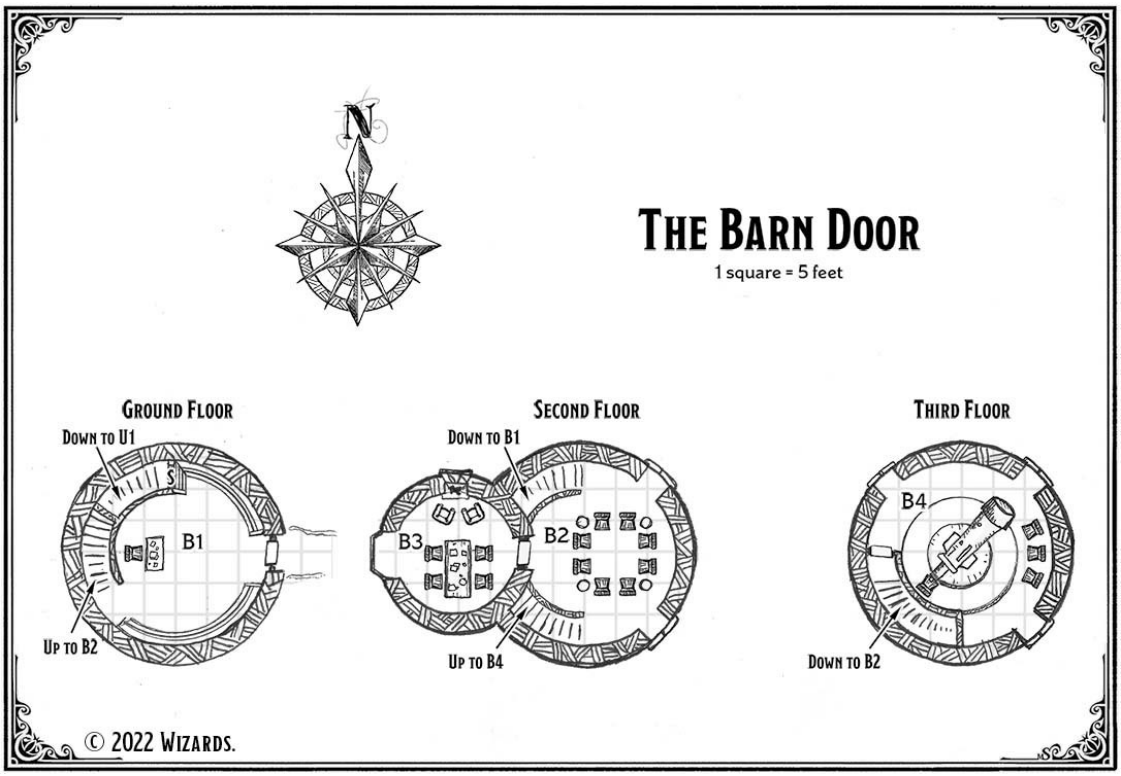
Temple 2 TAGGED
Temple 2 UNTAGGED



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The Price of Beauty ART- ZIP

Kandlekeep Dekonstruktion
Jumping ahead to this adventure for 9th-level characters, a stolen book leads adventurers to a tower in Candlekeep that is more than what it seems. Written by Amy Vorphal, you can read our interview with her from a previous issue.



(Select to view)

The Barn Door TAGGED
The Barn Door UNTAGGED



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Kandlekeep Dekonstruktion ART – ZIP

Candlekeep Mysteries **is available now at your local game store, bookstores such as Barnes & Noble and Books-a-Million, or online at retailers such as Amazon. It's also available for order at D&D Beyond, Fantasy Grounds, and Roll20.**

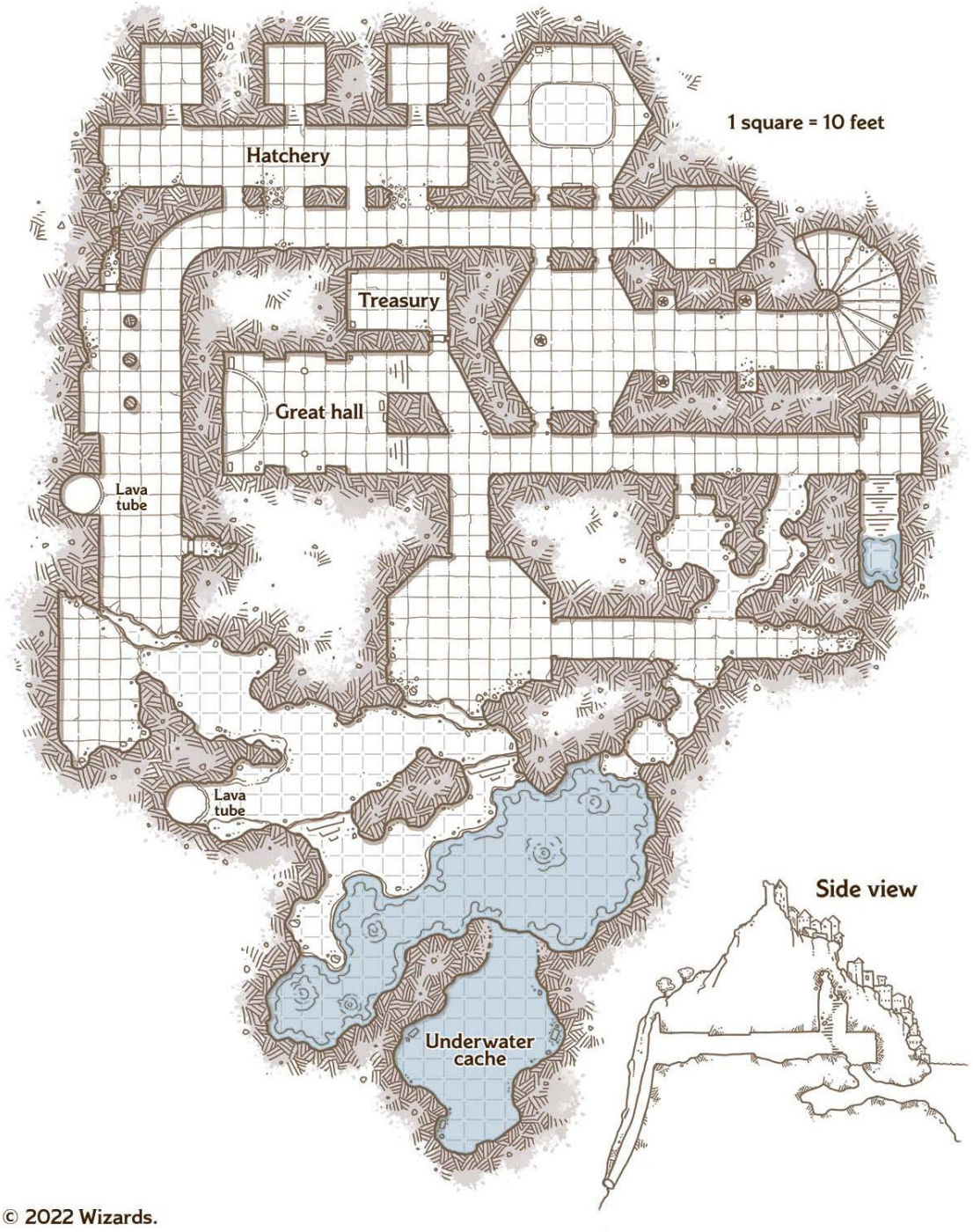
DRAGON LAIRS

Fizban's Treasury of Dragons details the many locales where dragons like to build their lairs. "Home is where the hoard is," after all, according to Fizban. Here's a further sampling of dragon lairs for use in your games:

Emerald Dragon Lair
Emerald dragons make their lairs in caves and subterranean ruins, favoring locations that have been abandoned—and ideally forgotten—by other creatures. They are most comfortable in extreme heat, so they frequently choose lair sites in the sides of volcanoes or near geothermal vents.

The emerald dragon lair shown below is a series of ancient vaults

situated beneath a city built into the caldera of a dormant volcano.



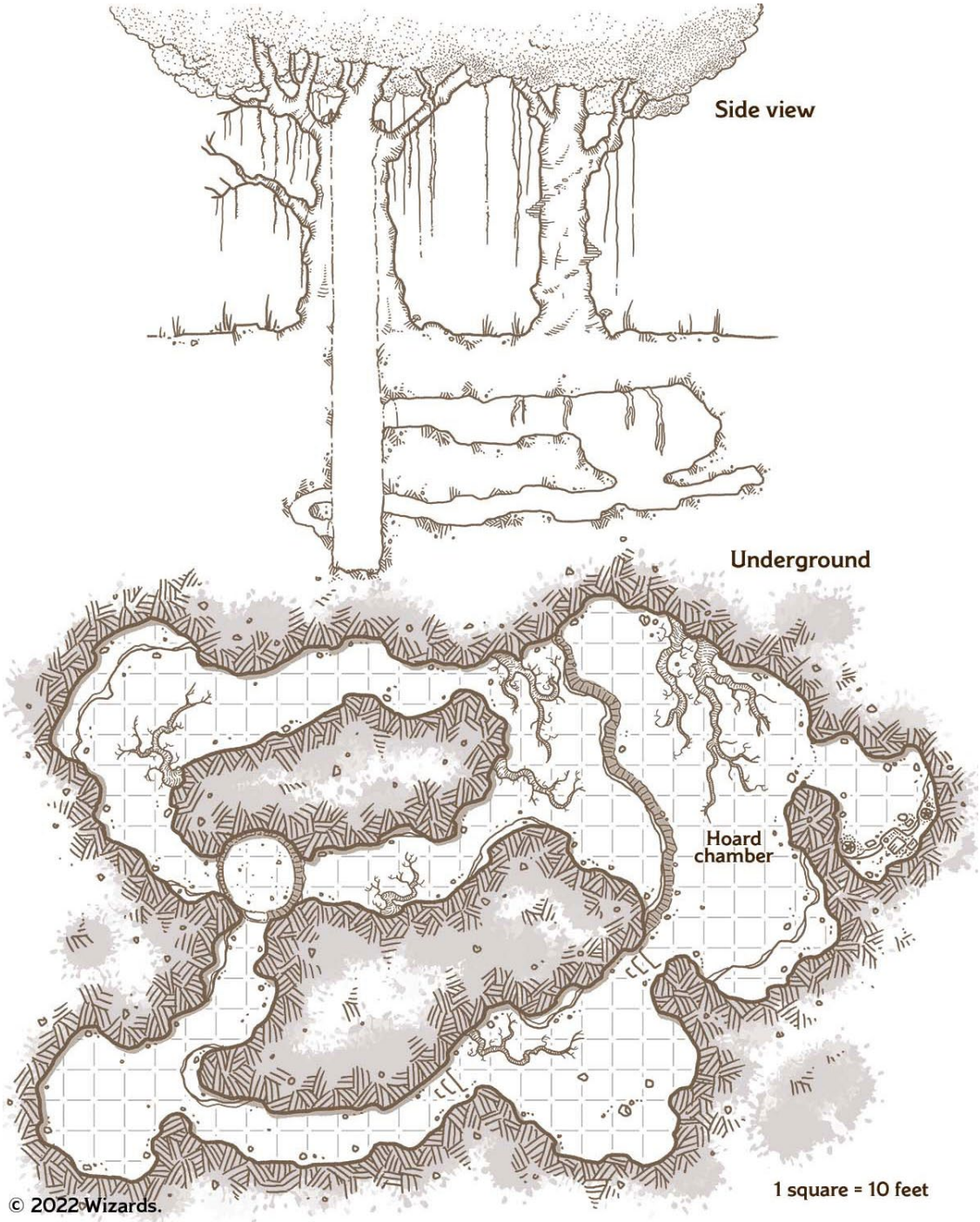
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Emerald Dragon Lair TAGGED
Emerald Dragon Lair UNTAGGED

Green Dragon Lair

Green dragons prefer making their lairs in verdant places—jungles, bayous, pine forests, or anywhere with abundant vegetation that they can shape according to their desires.

The green dragon lair shown in the following map was an enormous banyan tree once sacred to the wood elves who lived around it. The original host tree around which the banyan tree grew is now dead and has rotted away, leaving a large open shaft within the trunk of the banyan that the dragon has expanded into a subterranean lair.



(Select to view)

Green Dragon Lair TAGGED
Green Dragon Lair UNTAGGED

Fizban's Treasury of Dragons is available now at your local game store, bookstores such as Barnes & Noble and Books-a-Million, or online at retailers such as Amazon. It's also available at D&D Beyond, Fantasy Grounds, and Roll20.

FURTHER SEA MAPS

With the release of *Critical Role: Call of the Netherdeep*, your campaign may soon be heading out on the high seas. When it comes to nautical maps, we'd point back to those released in support of *Ghosts of Saltmarsh*. You can find the first set in *Dragon+ 26* (June 2019), including a look at the fishing village of Saltmarsh itself. Even more can be found in *Dragon+ 27* (August 2019), which explores a dangerous sahuagin lair!

Ships and Pirates

Looking for further material to inspire your nautical-themed games? Take a look at the featured cover for *Dragon+ 28,* with its incredible diorama showcasing *The Fallen Star* ship. Plus, you can find Samantha Darcy's piece on pirate-themed adventuring garb, in *A Pirate's Life (and Style) For Me!*

CARTOGRAPHERS

As always, our appreciation goes out to our amazing cartographers, which include Stacey Allan, Francesca Baerald, Will Doyle, Dyson Logos, Sean Macdonald, and Mike Schley.

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Comprehend Languages: D&D in Translation

The world's greatest roleplaying game is expanding beyond the English language to become truly global.

by John Dodd

Dungeons & Dragons is more popular than ever, having racked up seven years of continuous growth since the launch of the game's fifth edition in 2014. There are more than 50 million D&D players around the world as the tabletop roleplaying game continues to expand its audience. While D&D has always been an inclusive pastime, there's now a significant, long-term push by Wizards of the Coast to make D&D as successful in other languages as it is in English.

"We're hiring dedicated team members to oversee the translation process on our products, to make sure that both the language and the feel of those books is retained," says Ray Winninger, Executive Producer of the D&D Studio. "We're undertaking extensive translation reviews and updates of existing content, while also commencing new translation work on multiple titles. To make sure no one is kept waiting for these products, we're investigating new

printing and production vendors, and we'll be collaborating with our local market teams in Europe and Latin America to get these products into the hands of fans, old and new."

That work is already well under way, with localized versions of the core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*) available for Spanish (both for Spain and Latin America), French, German, and Italian fans since November 2021. The *Essentials Kit* is also available for the first time outside of English, including everything you need to start playing D&D. The translation of *Xanathar's Guide to Everything* has also begun, with copies already available in German and French. Meanwhile, dedicated localized websites have also been created for French, German, Italian, and Spanish players and DMs.



Core rulebooks in German

Wizards of the Coast is also excited to publish localized D&D publications in Brazilian Portuguese. The launch of the core rule books (*Livro do Jogador*, *Livro do Mestre*, and *Livro dos Monstros*) is confirmed to start in the second half of 2022, alongside the *Essentials Kit* and a revamped *Starter Kit*.

"This announcement is extremely important for the Brazilian D&D community, which has been following Dungeons & Dragons for decades," celebrates Reynaldo Barbella, head of LATAM at Wizards of the Coast. "D&D fans in Brazil can be sure that we will be listening to them, providing all the necessary support, and working to

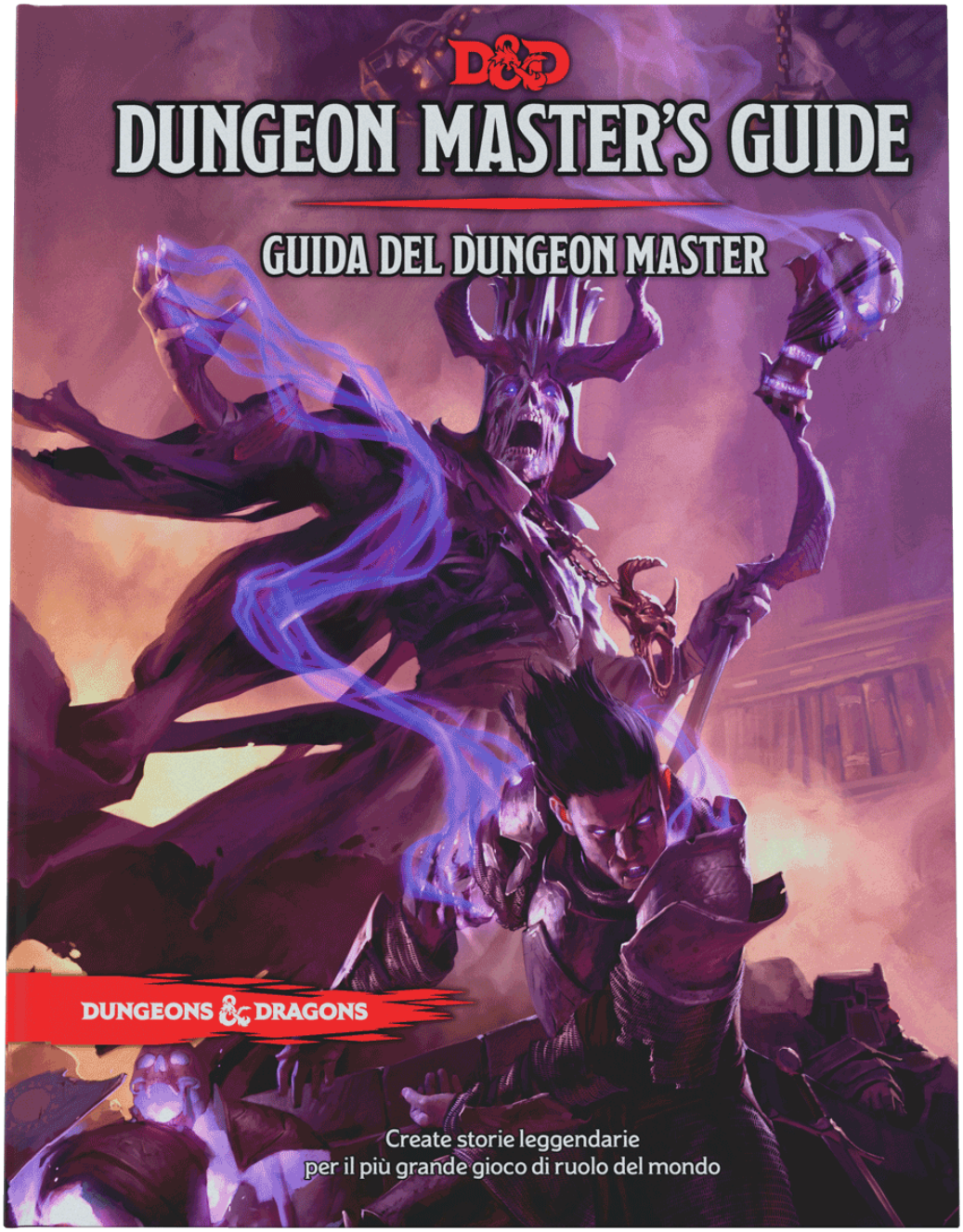
offer new localized content. In addition to the core rulebooks, we will launch new and localized products throughout the second half of 2022."

"We know that D&D is a beloved brand, and we want to make sure we offer the most inclusive and accessible experience possible to the fans, both for those who are just starting out and those who have played for years," adds Annette Escalante, Community Manager for Wizards of the Coast in Latin America. "We know how important non-English communities are and we want to give this recognition to them."

"Language is a very important factor to our fans," says Sabrina Kessler, Brand Manager D&D, GSA. "Language shouldn't be an entry barrier for interested players. Especially younger players, who enjoy a more comfortable introduction to the game by playing in their own language."

As well as the significant effort that's gone into creating the translations, the D&D team has also looked at other factors affected by region.

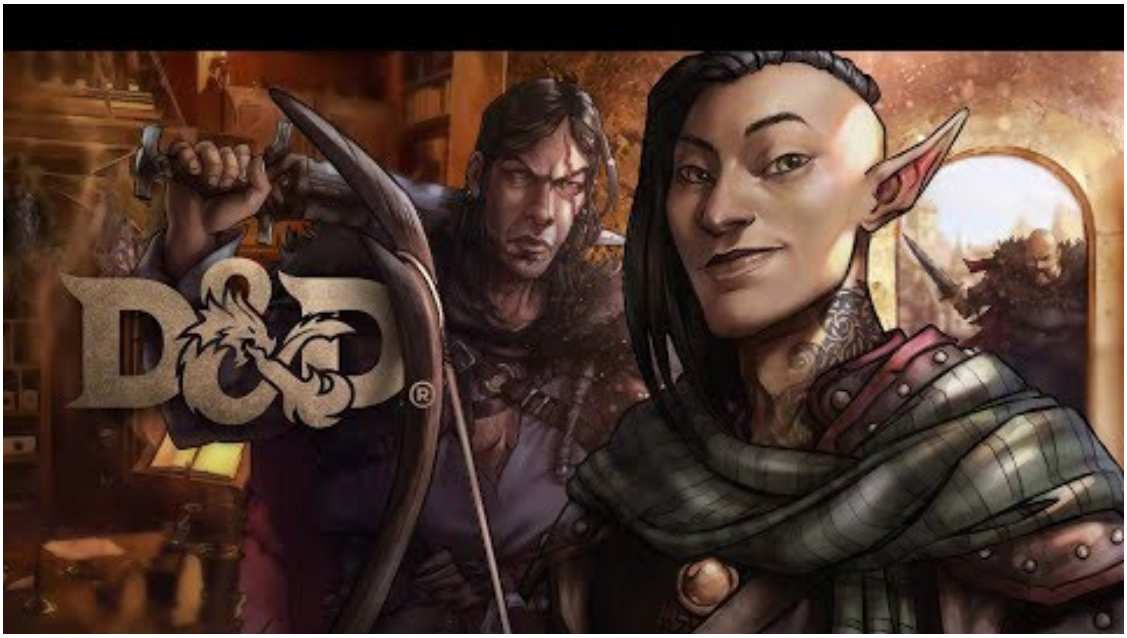
"We recognized that $49.95 does not equal €50! Accordingly, we've realigned the MSRP to €39.99 for our standard hardcover books in France, Germany, Italy, and Spain," says Dan Barrett, Senior Brand Manager EMEA—D&D. "And while some products have been available before, all have been updated with the latest errata additions from the English source books, typo corrections, and translation revisions. Books now also feature a flag on the spine for easy language identification."



Dungeon Master's Guide in Italian. Also available in French, German, and Spanish.

The need for dedicated language options is already being addressed by the D&D Virtual Play team, which employed non-English speaking Dungeon Masters to run games online. “Pandemic or not, Dungeons & Dragons connects everyone in the world,” Chris Tulach told *Dragon+*. That includes a Portuguese speaking Discord server featuring largely Brazilian D&D fans, a German-only server, and Spanish-language tables, with other countries and languages expected to join that roll call.

The marketing team has also expanded into new forms of content to bring the game to more players in their own language. It supported the new launches by creating content in the local languages, including immersive audio ads for Spotify, helpful video content, and other dynamic social media posts. It also worked with local content creators to promote gameplay and introduce new players, including a series of explainer videos by French streamers AlphaCast, and the following 'let's play' video of the *Starter Set* by Italian streamers Inn Tale.



The goal now is to maintain this push and bring new and existing Dungeons & Dragons releases to fans in their own languages.

"We want to offer players an improved and easier way into the world of D&D, especially in new markets. When it comes to products, we'll focus on bringing our latest and greatest titles to players and Dungeon Masters," Sabrina says. "We'll announce upcoming releases via official channels such as the localized websites and social media channels, so stay tuned for more details coming soon. We've already shared plans to release the never-before-translated *Van Richten's Guide to Ravenloft*, as well as a new DM screen.



Van Richten's Guide to Ravenloft in Spanish. Also available in French, German and Italian.

“We’re planning to have a new book releasing every quarter in languages outside of English. While focusing on our latest successful titles for the near future, we might consider older titles as well. Localizing a single book requires an extensive process and we will carefully consider which titles should be added to our non-English catalogue.”

“We’re thrilled to make our beloved game accessible to more people

around the world than ever before," Ray adds. "Bienvenue, willkommen, bienvenidos, benvenuti!"

Information about current and upcoming non-English versions of the Dungeons & Dragons books can be found on the respective French, German, Italian, and Spanish websites. Localized French and German Twitter accounts are also available.

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Unearthed Arcana: Heroes of Krynn

Introducing a collection of character options to playtest for fifth edition Dungeons & Dragons.

by Ben Petrisor, F. Wesley Schneider, and Jeremy Crawford



Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

HEROES OF KRYNN

The latest playtest material for the world's greatest roleplaying game introduces a host of new character options. *Unearthed Arcana*'s Heroes of Krynn update includes: The humanoid Kender race, the Lunar Magic sorcerer subclass, backgrounds and feats for the Knight of Solamnia and the Mage of High Sorcery, as well as feats tying a character to a deity.

Kender Race

Kender are diminutive Humanoids with pointed ears and diverse looks. Native to the world of Krynn, these short-statured beings have a supernatural curiosity that leads them on to adventures big and small. Because of this curiosity, many kender have found themselves falling through gates and portals to other planes and worlds.

Thanks to a magical phenomenon that surrounds them, a kender has a knack for producing the right tools in every situation as their pouches and pockets magically fill with trinkets, curios, and keepsakes. Starting at 3rd level, the Kender Ace racial feature allows them to reach into a container they're carrying and roll on a table to determine what item they pull out. This could be anything from gold coins, a weapon, adventuring gear, a trinket, a crowbar or grappling hook, or a tool. The item disappears after 1 hour.

Kender also excel at saving throws against being frightened and are skilled at taunting creatures using a barrage of insults.

Lunar Magic Sorcerer Subclass

On many worlds, the moon is a revered celestial body with magical properties. Your character, or someone from their lineage, has been exposed to the concentrated magic of the moon (or moons) of their world, imbuing them with lunar magic. Perhaps an ancestor was involved in a druidic ritual involving an eclipse, or maybe a mystical fragment of a moon crashed near them.

However they came to have their magic, their connection to the moon is obvious when they use their sorcerer abilities. This can manifest as anything from a faint glow to spectral orbiting moons when they cast

spells.

Lunar Magic sorcerers gain the sacred flame cantrip at 1st-Level, which doesn't count against the number of sorcerer cantrips they know. They also gain additional spells that can be cast once per day at 1st, 3rd, 5th, 7th, and 9th level, tied to the lunar phase of their choice. For example, at 5th level they can choose Full Moon (*faerie fire*, *moonbeam*, *death ward*), New Moon (*dissonant whispers*, *darkness*, *bestow curse*), or Crescent Moon (*sanctuary*, *blindness*/*deafness*, *phantom steed*), resetting their choice when they finish a short rest.

At 6th-level, the Lunar Boons feature allows them to reduce the number of sorcery points they spend by one, if the spell schools are associated with their chosen phase (Full Moon: abjuration and conjuration; New Moon: evocation and necromancy; Crescent Moon: divination and transmutation). They also gain greater control over their lunar magic, spending one sorcery point to swap their chosen lunar phase.

At 14th level, Lunar Empowerment gives them advantage on saving throws, advantage on Dexterity (Stealth) checks, and resistance to necrotic and radiant damage, depending on their chosen phase. And at 18th level their choice of lunar phase magic can turn them invisible, teleport them, or blind creatures.

Knight of Solamnia Background and Feats

A Knight of Solamnia has trained to be a valorous warrior. Strict rules guide their every action, and they work to uphold them as they strive to defend the weak and oppose all forms of evil. Their honor is as important to them as their life.

Any class or subclass that has martial prowess can be a good fit in the Knights of Solamnia. Fighters and paladins make up the bulk of the knighthood's forces. Clerics (often with the War domain) can also be found among the knights' ranks.

For a more unusual take on a Knight of Solamnia character, consider playing a bard of the College of Valor (or the College of Swords from *Xanathar's Guide to Everything*) or a barbarian devoted to the ideals of the nature god Habbakuk (perhaps adopting the Path of the

Zealot from *Xanathar's Guide to Everything*).

The Knight of Solamnia background provides skill proficiencies in Athletics and Survival, proficiency with a musical instrument, a language of their choice, and the following equipment: An insignia of rank, a deck of cards, a set of common clothes, and a pouch containing 10 gp.

Their training is represented by the Squire of Solamnia feat, which grants them proficiency with medium armor and martial weapons, advantage on saving throws made to avoid falling off a mount, and offers the ability to inspire nearby creatures to roll saving throws with advantage.

They can progress within the Knights of Solamnia by taking one of three additional feats when they reach 4th level or higher:

Knight of the Crown. This increases a character's Strength or Dexterity score by 1, and allows their knowledge of group combat to positively affect an ally's attack.

Knight of the Sword. This bestows proficiency in either Intelligence, Wisdom, or Charisma saving throws, as their bravery also bolsters an ally's chances of succeeding on a saving throw.

Knight of the Rose. This increases a character's Constitution or Charisma score by 1, as their strong resolve adds temporary hit points to allies.

Mage of High Sorcery Background and Feats

In the world of Krynn, many refer to the Mages of High Sorcery as the Wizards of High Sorcery. However, the organization also counts many bards, sorcerers, warlocks, and other spellcasters among its ranks.

As part of your character's Mage of High Sorcery background, they've trained among this organization of spellcasters who study magic and prevent its misuse. But whether or not they'll face the dangerous tests required to become a true member of one of its three orders (the benevolent Order of the White Robes, the balance-pursuing Order of the Red Robes, or the ruthless Order of the Black

Robes) remains to be determined.

This background provides skill proficiencies in Arcana and History, two languages of their choice, as well as the following equipment: A bottle of colored ink, an ink pen, a set of common clothes, and a pouch containing 10 gp. They may also roll once on the Mage of High Sorcery Trinkets table for their starting trinket, instead of using the Trinkets table in the *Player's Handbook*, with an unopened letter from their first teacher and a lens that can view Krynn's invisible black moon among the options.

They can progress within the Mages of High Sorcery by taking one of three additional feats when they reach 4th level or higher:

Adept of the Black Robes. They learn one 2nd-level spell of their choice from the evocation or necromancy school of magic, which they can cast without expending a spell slot once per day. They can also channel their lifeforce into the power of their magic, expending hit dice to damage a creature that failed to save against one of their spells.

Adept of the Red Robes. They learn one 2nd-level spell of their choice from the divination or transmutation school of magic, which they can cast without expending a spell slot once per day. When they make an attack roll, an ability check, or a saving throw, and roll a 9 or lower on the d20, they can use their reaction to balance fate and treat the roll as a 10.

Adept of the White Robes. They learn one 2nd-level spell of their choice from the abjuration or conjuration school of magic, which they can cast without expending a spell slot once per day. When they or a creature they can see within 30 feet of them takes damage, they can use their reaction to expend a spell slot and weave protective magic around the target to reduce that damage.

Divinely Favored Feats

This is an option for characters with a special connection to a deity. A character with the Divinely Favored feat learns the thaumaturgy cantrip and one 1st-level spell based on the alignment of their character (Evil: warlock or wizard spell; Good: cleric or wizard spell; Neutral: druid or wizard spell). They can cast the chosen spell

without expending a spell slot once per day.

Their spellcasting ability for this feat's spells is either Intelligence, Wisdom, or Charisma (and this same stat gains a +1 should they progress to the Divine Communications feat at 4th level or beyond).

Choosing the Divine Communications feat recognizes that your character's connection to their god has deepened, and they have been chosen to carry a spark of that divine power. Alongside the previously mentioned ability score increase, they also learn Celestial and two other languages of their choice. They can also cast the *augury* and *commune* spells without expending a spell slot (recharging after 1d4 long rests), or by using available spell slots of the appropriate level.

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UNEARTHED ARCANA 2022
HEROES OF KRYNN

By Ben Petrisor, F. Wesley Schneider, and Jeremy Crawford

This document presents a new race and subclass, as well as variety of new feats and feat-related options, to playtest for DUNGEONS & DRAGONS:

Kender. These short-statured beings have a knack for producing the right tools in every situation.
Sorcerer Subclass. The Lunar Magic subclass allows sorcerers to explore deeper ties to moons.
Backgrounds. The Knight of Solamnia and the Mage of High Sorcery backgrounds provide access to feats specific to their organizations.
Feats. This collection of feats presents options available to those with specific backgrounds and backstories, as well as an option for characters with a special connection to a deity.

THIS IS PLAYTEST MATERIAL
The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

CREATING YOUR CHARACTER

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races, which include the races presented in this article. If you create a character using a race option presented here, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type.

LIFE SPAN

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries—a fact noted in the description of the race.

HEIGHT AND WEIGHT

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

KENDER

Native to the world of Krynn, Kender are diminutive Humanoids that look like humans with pointed ears and diverse appearances. Kender have a supernatural curiosity that drives them on to adventures big and small. This curiosity is said to be connected to the whimsical magic of the Feywild, that some believe kender have a high affinity for. Due to their curiosity, many kender have found themselves falling through gates and portals to other planes and worlds.

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Unknown to most mortals, a magical phenomenon surrounds a kender. Spurred by their curiosity and love for trinkets, curios, and keepsakes, a kender's pouches or pockets will be magically filled with these objects. No one knows where these objects come from, not even the kender. This has led many kender to be mislabeled as thieves when they fish these items out of their pockets.

Kender Traits

As a kender, you have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Brave. You have advantage on saving throws you make to avoid or end the frightened condition on yourself.

Kender Ace. Starting at 3rd level, you possess a magical ability to pull an item out of a bag or another container; as a bonus action, you can reach into a container you're carrying and roll on the Kender Aces table to determine what item you pull out. The object glimmers softly and disappears after 1 hour. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Kender Aces

d6	Item
1	5d6 gold pieces
2	1 simple weapon of your choice that has the light property
3	1 item of your choice from the Adventuring Gear table in the *Player's Handbook*. The item must cost no more than 1 gp and weigh no more than 1 lb.
4	1 random item from the Trinkets table in the *Player's Handbook*.
5	Your choice of a crowbar or a grappling hook
6	1 item of your choice from the Tools table in the *Player's Handbook*. The item must cost no more than 10 gp.

Taunt. You have a supernatural ability to home in on a creature's emotional raw nerves and craft a taunt that flusters that creature. As a bonus action, you can unleash a barrage of insults at a creature within 60 feet of you that can hear and understand you. The target must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier), or it has disadvantage on attack rolls until the start of your next turn.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sorcerer Subclass

At 1st level, a sorcerer gains the Sorcerous Origin feature, which offers you the choice of a subclass. The following option is available when making that choice: Lunar Magic.

Lunar Magic

On many worlds, the moon is a revered celestial body with magical properties. On Krynn, the gods of magic are associated with the world's three moons. On the world of Toril, the god Selûne uses the light of the moon to battle darkness. On Eberron, scholars of the Draconic Prophecy decipher ancient secrets from the waxing and waning of that world's twelve moons.

You, or someone from your lineage, has been exposed to the concentrated magic of the moon (or moons) of your world, imbuing you with lunar magic. Perhaps your ancestor was involved in a druidic ritual involving an eclipse, or maybe a mystical fragment of a moon crashed near you. However you came to have your magic, your connection to the moon is obvious when you cast sorcerer spells. Consult the Manifestations of Lunar Magic table, then choose or randomly determine how your connection to the moon manifests while you cast your sorcerer spells.

Manifestations of Lunar Magic

d4	Manifestation
1	You glow with faint light that matches the color of a moon from your world.
2	Your pupils shift in shape, matching the current phase of a moon from your world.
3	Spectral manifestations of the moon (or moons) of your world orbit you.
4	Your shadow is limned in faint light, as if it were a lunar body during a solar eclipse.

Moon Fire

1st-Level Lunar Magic Feature

You can call down the radiant light of the moon on command. You learn the *sacred flame* spell, which doesn't count against the number of sorcerer cantrips you know. When you cast the spell, you can target one creature as normal or target two creatures within range that are within 5 feet of each other.

Lunar Embodiment

1st-Level Lunar Magic Feature

You learn additional spells when you reach certain levels in this class, as shown on the Lunar Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Lunar Spells

Sorcerer Level	Full Moon Spells	New Moon Spells	Crescent Moon Spells
1st	*faerie fire*	*dissonant whispers*	*sanctuary*
3rd	*moonbeam*	*darkness*	*blindness/deafness*
5th	*death ward*	*bestow curse*	*phantom steed*
7th	*freedom of movement*	*Evard's black tentacles*	*hallucinatory terrain*
9th	*mass cure wounds*	*mislead*	*dream*

Whenever you finish a long rest, you can choose what lunar phase manifests its power through your magic: Full Moon, New Moon, or Crescent Moon. While in the chosen phase, spells of the associated phase in the Lunar Spells table can be cast once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

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Lunar Boons

6th-Level Lunar Magic Feature

Lunar phases influence your metamagic. Each lunar phase is associated with spells of the following schools of magic:

Full Moon. Abjuration and conjuration spells
New Moon. Evocation and necromancy spells
Crescent Moon. Divination and transmutation spells

Whenever you use Metamagic on a spell from the Lunar Spells table or a spell of a school of magic associated with the lunar phase you are in, you can reduce the sorcery points spent by 1 (minimum 0). You can reduce the sorcery points spent for your Metamagic a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest

Waxing and Waning

6th-Level Lunar Magic Feature

You gain greater control over the phases of your lunar magic. As a bonus action, you can spend 1 sorcery point to change your lunar phase for a different one.

Lunar Empowerment

14th-Level Lunar Magic Feature

The power of a lunar phase saturates your being. Whenever you choose a lunar phase to affect your magic, you also gain the following benefit associated with that phase:

Full Moon: You shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, you and creatures of your choice have advantage on saving throws while within the bright light you shed.
New Moon: You have advantage on Dexterity (Stealth) checks. In addition, while you are in dim light or darkness, attack rolls have disadvantage against you.
Crescent Moon: You have resistance to necrotic and radiant damage.

Lunar Phenomenon

18th-Level Lunar Magic feature

Your lunar phase magic bursts. As a bonus action, you can tap into a special power of the lunar phase you are currently in. Alternatively, as part of the bonus action you take to change your lunar phase using your Waxing and Waning feature, you can immediately use the power of the lunar phase you are entering:

Full Moon: You radiate intense moonlight for a moment. Each creature of your choice within 30 feet of you must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of its next turn. In addition, one creature of your choice in that area regains 3d8 hit points.
New Moon: You momentarily emanate an oppressive gloom. Each creature of your choice within 30 feet of you must succeed on a Dexterity saving throw against your spell save DC or take 3d10 necrotic damage and have its speed reduced to 0 until the end of its next turn. In addition, you become invisible until the end of your next turn, or until you make an attack or cast a spell.
Crescent Moon: You slip through light and darkness. You can magically teleport to an unoccupied space you can see within 60 feet of yourself. In addition, you also gain resistance to all damage until the start of your next turn.

Once you use a phase's bonus action, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

Backgrounds

This section presents two new backgrounds: the Knight of Solamnia and the Mage of High Sorcery.

Knight of Solamnia

You have trained to be a valorous warrior known as a Knight of Solamnia. Strict rules guide your every action, and you work to uphold them as you strive to defend the weak and oppose all forms of evil. Your honor is as important to you as your life.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: An insignia of rank, a deck of cards, a set of common clothes, and a pouch containing 10 gp

Feature: Squire of Solamnia

You gain the Squire of Solamnia feat (presented later in this document).

In addition, the Knights of Solamnia provide you free, modest lodging and food at any of their fortresses or encampments.

Building a Knight of Solamnia Character

Any class or subclass that has martial prowess can be a good fit in the Knights of Solamnia. Fighters and paladins make up the bulk of the knighthood's forces. Clerics (often with the War domain) can also be found among the knights' ranks.

For a more unusual take on a Knight of Solamnia character, consider playing a bard of the College of Valor (or the College of Swords from *Xanathar's Guide to Everything*) or a barbarian devoted to the ideals of the nature god Habbakuk (perhaps adopting the Path of the Zealot from *Xanathar's Guide to Everything*).

Suggested Characteristics. Adventurers who dedicate themselves to protecting the innocent and upholding honorable virtues are welcomed among the Knights of Solamnia. The Knight of Solamnia Personality Traits table suggests various traits you might adopt for your character.

Knight of Solamnia Personality Traits

d6	Personality Trait
1	I pledge my sword to the greater good. If I must perish in pursuit of that good, so be it.

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2	My comrades-in-arms are my family. I'll do whatever it takes to keep them safe.
3	The protection of innocent people comes first. All other concerns come second.
4	I joined the knights for the free meals, but their lessons grew on me over time.
5	I wish my deeds to become the stuff of legends—just like those of the knighthood's heroic founders.
6	A dishonorable act drove me to become a knight. I have acted with honor ever since.

Knight of Solamnia Trinkets. When you make your character, you may roll once on the Knight of Solamnia Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

KNIGHT OF SOLAMNIA TRINKETS

d6	Trinket
1	A flat silver disk you record your heroics upon
2	A piece of a fallen knight's armor
3	A pendant featuring a crown, a rose, a sword, or combination of all three
4	The pommel of your mentor's sword
5	A meaningful favor from someone you defended—perhaps a handkerchief or glove
6	A brass locket with a sketch of a silver dragon inside

MAGE OF HIGH SORCERY

Your talent for magic came to the attention of the Mages of High Sorcery, an organization of spellcasters that study magic and prevent its misuse. You've trained among the Mages, but whether or not you'll face the dangerous tests required to become a true member of the group remains to be determined. Your passion for studying magic has likely already predisposed you toward one of the organization's three orders: the benevolent Order of the White Robes, the balance-pursuing Order of the Red Robes, or the ruthless Order of the Black Robes.

In the world of Krynn, many refer to the Mages of High Sorcery as the Wizards of High Sorcery. The organization accepts more than wizards, though, with bards, sorcerers, warlocks, and other spellcasters included among their ranks.

Skill Proficiencies: Arcana, History
Languages: Two of your choice
Equipment: A bottle of colored ink, an ink pen, a set of common clothes, and a pouch containing 10 gp

FEATURE: INITIATE OF HIGH SORCERY

You gain the Initiate of High Sorcery feat (presented later in this document).

In addition, the Mages of High Sorcery provide you with free, modest lodging and food indefinitely at any occupied Tower of High Sorcery and for one night at the home of an organization member.

BUILDING A MAGE OF HIGH SORCERY CHARACTER

Mages of High Sorcery are typically bards, wizards, or warlocks and might have any subclass. Spellcasters who gain their magic through devotion or who possess innate magic are less likely to be welcomed among the traditionalist mages. Nevertheless, the Mages of High Sorcery are shrewd, and they rarely let unique opportunities or individuals pass them by. Even members of martial classes who train in magic might find a rare place among the group's three orders.

Suggested Characteristics. The study of magic drives the Mages of High Sorcery. Consider which of the group's three orders you aspire to join. The Mage of High Sorcery Personality Traits table suggests traits you might adopt for your character.

MAGE OF HIGH SORCERY PERSONALITY TRAITS

d6	Personality Trait
1	I wish to use my knowledge of magic to better people's lives.
2	My study of magic might reveal all manner of secrets.
3	Magic is a means to power, and I will use it to pursue my ambitions.
4	I learned magic so I'd be able to protect those I care about.
5	I use my magic to maintain the balance between all things.
6	Whether in the past, present, or future, I will be the greatest mage ever known.

Mage of High Sorcery Trinkets. When you make your character, you may roll once on the Mage of High Sorcery Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

MAGE OF HIGH SORCERY TRINKETS

d6	Trinket
1	An unopened letter from your first teacher
2	A broken wand made of black, red, or white wood
3	A scroll bearing an incomprehensible formula
4	A purposeless device covered in colored stones that can fold into various enigmatic shapes
5	A pouch or spell book emblazoned with the triple moon symbol of the Mages of High Sorcery
6	A lens through which you can see Krynn's invisible black moon, Nuitari

MAGES OF DRAGONLANCE

In past presentations of the Dragonlance setting, several of DUNGEONS & DRAGON's modern spellcasting classes didn't exist. To accommodate these classes, the group known as the Wizards of High Sorcery has evolved into the Mages of High Sorcery. The group's distinct orders and signature robes remain, but the organization now accepts members from a broad range of spellcasting traditions. Members who find their magic influenced by the phases of Krynn's moons also remain part of the group, largely represented by sorcerers with the Lunar Magic subclass (presented in this document).

FEATS

This section introduces feats associated with the Knights of Solamnia and the Mages of High Sorcery, along with a general feat available to any character who seeks a unique connection with a deity. These feats are available to you whenever you normally choose a feat, and they follow the feat rules in the *Player's Handbook*. These feats are

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presented in alphabetical order. The Feats table lists the feats with their prerequisites.

FEATS

Feat	Prerequisite
Divinely Favored	—
Initiate of High Sorcery	—
Squire of Solamnia	—
Adept of the Black Robes	4th Level, Initiate of High Sorcery
Adept of the Red Robes	4th Level, Initiate of High Sorcery
Adept of the White Robes	4th Level, Initiate of High Sorcery
Divine Communications	4th Level, Divinely Favored
Knight of the Crown	4th Level, Squire of Solamnia
Knight of the Sword	4th Level, Squire of Solamnia
Knight of the Rose	4th Level, Squire of Solamnia

ADEPT OF THE BLACK ROBES

Prerequisite: 4th Level, High Sorcery Initiate Feat, Any Non-Good Alignment

Your ambition and loyalty to the Order of the Black Robes has been recognized, granting you these benefits:

Ambitious Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the evocation or necromancy school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Life Channel. You can channel your lifeforce into the power of your magic. When a creature you can see within 60 feet of you fails on a saving throw against a spell you cast, you can expend a number of Hit Dice equal to the level of the spell. Roll a number of Hit Die equal to half the number of Hit Dice expended (rounded up) and the damage the triggering creature takes increases by an amount equal to the total rolled of those dice.

ADEPT OF THE RED ROBES

Prerequisite: 4th Level, High Sorcery Initiate Feat

Your pursuit of truth and dedication to maintaining the balance between all things has been recognized by the Order of the Red Robes, granting you these benefits:

Insightful Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the divination or transmutation school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Magical Balance. When you make an attack roll, an ability check, or a saving throw, and roll a 9 or lower on the d20, you can use your reaction to balance fate and treat the roll as a 10. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ADEPT OF THE WHITE ROBES

Prerequisite: 4th Level, Initiate of High Sorcery Feat, Any Non-Evil Alignment

Your oath to use magic to make the world a better place has been recognized by the Order of the White Robes, granting you these benefits:

Protective Magic. You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the abjuration or conjuration school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Protective Ward. When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to expend a spell slot and weave protective magic around the target. Roll a number of d4s equal to the level of the spell slot expended and reduce the damage the target takes by the total rolled on those dice + your spellcasting ability modifier.

DIVINE COMMUNICATIONS

Prerequisite: 4th Level, Divinely Favored Feat

Your connection to your god deepens, granting you these benefits:

Ability Score Increase. Increase the ability score of the spellcasting ability chosen when you gained the Divinely Favored feat by 1, to a maximum of 20.

Celestial Tongues. You learn to speak, read, and write Celestial, and two other languages of your choice.

Divine Omens. You can cast the *augury* and *commune* spell without a spell slot, and you must finish 1d4 long rests before you can cast it in this way again. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Divinely Favored feat.

DIVINELY FAVORED

A god has chosen you to carry a spark of their divine power.

You learn the *thaumaturgy* cantrip and one 1st-level spell based on the alignment of your character, as specified in the Alignment Spells table.

You can cast the chosen 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.

Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

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ALIGNMENT SPELLS

Alignment	1st-level Spell
Evil	Choose one 1st-level warlock or wizard spell.
Good	Choose one 1st-level cleric or wizard spell.
Neutral	Choose one 1st-level druid or wizard spell.

In addition, you can use a holy symbol as a spellcasting focus for any spell you cast that uses the spellcasting ability you choose when you select this feat.

INITIATE OF HIGH SORCERY

Prerequisite: Apprentice of High Sorcery

You've received training from magic-users affiliated with the Mages of High Sorcery.

Choose one of the three moons of Krynn, each of which is associated with a distinct type of magic: the black moon, Nuitari; the red moon, Lunitari; or the white moon Solinari. You learn one cantrip and one 1st-level spell based on the moon you choose, as specified in the Lunar Spells table.

You can cast the chosen 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.

Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

LUNAR SPELLS

Moon	Cantrips	1st-level Spell
Nuitari	Choose one from *chill touch*, *mage hand*, and *vicious mockery*	Choose one 1st-level wizard spell from the evocation or necromancy school of magic.
Lunitari	Choose one from *guidance*, *message*, and *prestidigitation*	Choose one 1st-level wizard spell from the school of divination or transmutation.
Solinari	Choose one from *produce flame, resistance*, and *spare the dying*	Choose one 1st-level wizard spell from the abjuration or conjuration school of magic.

KNIGHT OF THE CROWN

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Crown, a group that extols the virtues of cooperation, loyalty, and obedience. You excel in group combat and gain these benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Tactical Teamwork. When a creature you can see within 30 feet of you makes an attack roll against another creature that is within 5 feet of you, you can use your reaction to grant advantage on the attack roll. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

KNIGHT OF THE SWORD

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Sword, a group devoted to heroism and courage. Bravery steels your spirit, granting you these benefits:

Disciplined Spirit. You gain proficiency in Intelligence, Wisdom, or Charisma saving throws (your choice when you take this feat).

Willpower. Immediately after you or a creature you can see within 30 feet of you fail an Intelligence, Wisdom, or Charisma saving throw, you can expend a Hit Die. The saving throw increases by an amount equal to a roll of that Hit Die, potentially turning a failure into a success. Once you turn a failed saving throw into a successful one using this feat, you can't do so again until you finish a long rest.

KNIGHT OF THE ROSE

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Rose, a group known for leadership, justice, and wisdom. Your resolve grants you these benefits:

Ability Score Increase. Increase your Constitution or Charisma score by 1, to a maximum of 20.

Bolstering Rally. When you roll initiative, you can choose up to three other creatures you can see within 30 of you. Each creature can gain temporary hit points equal to a roll of your Hit Die + your proficiency bonus + the ability modifier of the ability score increased by this feat. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MEMBERSHIP IN MULTIPLE KNIGHTLY ORDERS

Knights of Solamnia are only ever members of one of their organization's orders. In the course of their training, most knights begin as members of the Knights of the Crown and then move on to join other orders. Whether a character follows this path or another, they retain what they learned as a member of an order even if they join another. Characters can change what knightly order they're a part of, but they always have access to any Knight of Solamnia feats they've acquired.

SQUIRE OF SOLAMNIA

Prerequisite: Squireship in the Knights of Solamnia

Your training in the ways of the Knights of Solamnia grants you these benefits:

Martial Training. You gain proficiency with medium armor and martial weapons.

Defensive Rider. You have advantage on saving throws made to avoid falling off a mount.

Encouraging Rally. When another creature you can see within 30 feet of you makes a saving throw, you can use your reaction to inspire them. If the target can hear you and understand you, it gains advantage on the saving throw. Once you use this reaction, you can't do so again until you finish a long rest.

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D&D

CRITICAL ROLE

CALL OF THE NETHERDEEP



CAN YOU CHANGE FATE?

An epic Critical Role campaign for the world's greatest roleplaying game.

LEARN MORE



Emi Tanji

The Art Director offers advice for landing that dream job in the TTRPG industry.

The D&D Team relishes the opportunity to work on the world's greatest roleplaying game. And we're also aware there are a fair number of folks interested in learning more about entering the gaming industry professionally.

With that in mind, each issue we'll chat with D&D staff from a diverse set of roles to find out how they came to be valued members



Emi Tanji

of our party, while learning what advice they have for someone who might be looking to follow a similar path. Art Director Emi Tanji follows Chris Tulach, Brandy Camel, Dan Tovar, Brian Perry, Shawn Wood, Amanda Hamon, and James Wyatt into our *zone of truth*.

Where in Faerûn or the wider multiverse do you hail from?
I hail from a small town in Hawai‘i called Wahiawa, on the island of O‘ahu. I moved to Seattle in 2003 to study graphic design and I’ve been here ever since. It’s strange, because I’ve now lived equally as long in Hawaii as I have in Washington. I feel very fortunate to have had the opportunity to live in two such beautiful places.

What’s your character class?
I am an Art Director on the D&D Studio team. I work alongside the fabulous Bree Heiss and our amazing Principal Art Director, Kate Irwin. It’s a really cool job as I get to interact with a lot of wonderful people.

What’s your favorite thing about D&D?
I was so happy when goblins became a playable race. I love the creatures in D&D so much. The creepier, the grosser, the stranger they are, the better.

What’s a typical session like?
This is a collaborative position that allows me to work with our graphic designers, artists, game designers, the franchise team, the localization team, and a variety of both internal and external partners, which keeps it exciting. Localization [see our *Comprehend Languages: D&D in Translation* feature in this issue] has currently been a big part of my role, as we translate our products into a number of languages, none of which I speak. It’s always an incredible effort. The localization team we work with are so fast and so good, but some

of our books are 300+ pages. They're huge! It's a lot of back and forth, making sure that everything lines up to match the English version.



(select to view)

How did you first break into the tabletop RPG industry?
Having received my Bachelor of Fine Arts in Graphic Design, I was initially interested in collectable toys and being able to express art in forms of play. I worked as a packaging designer at a toy distribution company for a couple of years, and then got a heads up about the job at Wizards. When I first began working here 15 years ago, I started out as a graphic designer. That's a good early role to have, because you get a lot of hands-on experience and quickly become familiar with the vision and the direction of the product.

Is multiclassing required in your role?
This role requires a lot of different skills, but that keeps it exciting. Lately, the biggest skill has been clear communication. Luckily, working with so many dedicated people makes my job very easy because I love talking to every single one of them. If I'm working on a product and commissioning and talking to artists, I'm reviewing art and going back and forth with them to achieve the game designers' vision. But there's also a lot of necessary technical skills and I still dive back into graphic design and production work.

Any surprise rounds?
I'm amazed every day at how much consideration goes into creating these books. There's so much history—it's a legacy of over 45 years, as we're reaching our 50th anniversary in a couple of years' time. And the amount of knowledge that folks have about the game and their continued dedication to improve it, while maintaining its core values, is always really impressive. They truly believe in it, and it's inspiring to be around that kind of energy and enthusiasm.

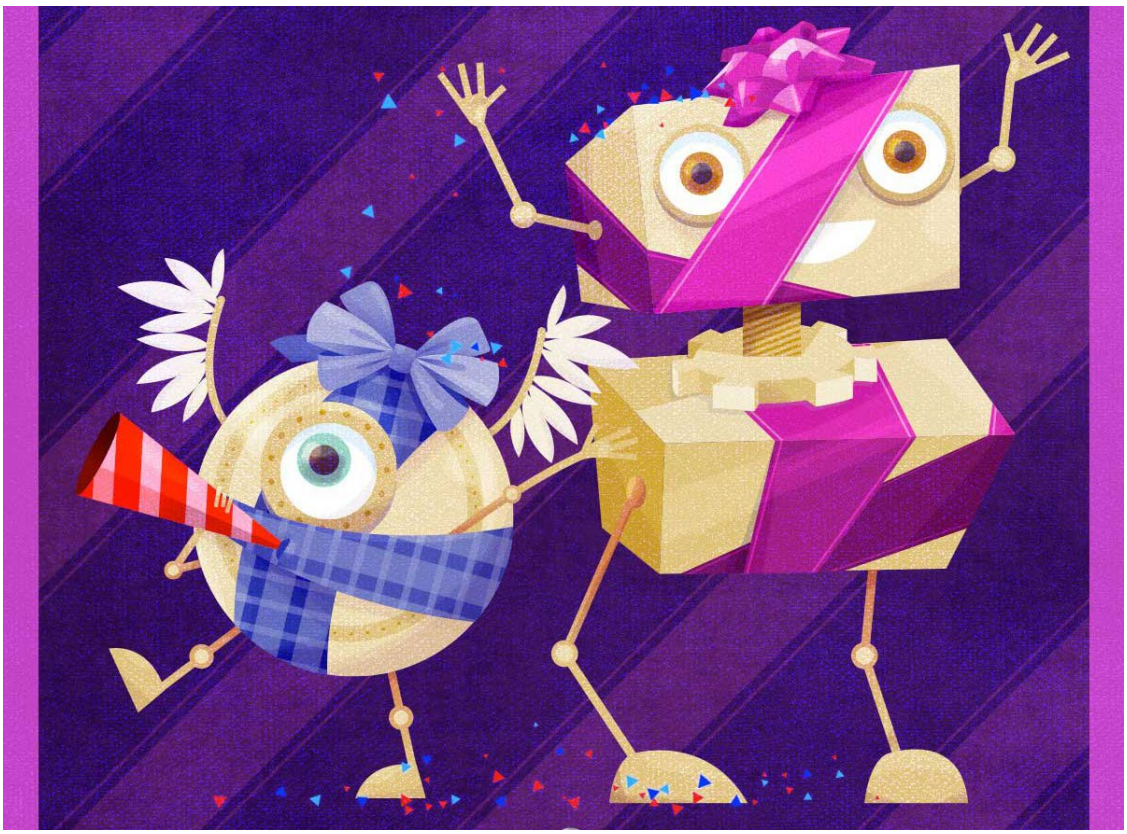


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How can people interested in this kind of role level up?
If you want to work on Dungeons & Dragons books, focus on your technical skills and make sure you're familiar with programs such as InDesign and concepts such as book layout. Whatever you create, it's always great to have clean files so someone else can pick them up and work with them. Those are the technical aspects.

You should also be familiar with the visuals that make our products stand out as unique products. Be curious. Always keep your eyes open for the amazing work out there, much of which has been inspired by D&D. And be open to working with others. So much of this job is like a D&D game, where you're collaborating with your party members and trusting that they've got the necessary expertise and know what they're doing. If you play nicely and bring your best self, you're going to get that trust back.

What do you like best about this party role?
The fun element of my job is getting to see all the really cool art that comes in. It's a joy to work with people who are so talented. Shawn Wood's concept art and illustrations are always so spectacular and they're often filled with humorous notes. I feel so lucky when he shoots me over his ideas once in a while and says, 'What do you think about this guy?' When he first showed me the elder brain dragon from *Fizban's Treasury of Dragons*, it was so good! Our amazing writers create these descriptions and our incredible artists come up with these visions. Getting to see all of that come to life is such a pleasure.



Which figure gives you inspiration?
Shauna Narciso has always been a fantastic cheerleader of mine. When she and I were tackling a lot of the D&D marketing, she was an amazing mentor for art and design. She's also an example of how to handle tough situations with calm, grace and authority, which is a beautiful combination. Kate Irwin has also been my shining North Star, both when it comes to art direction and in life. She's very considerate and thoughtful in her approach to people and art. Those two have been huge inspirations and have boosted my confidence whenever I needed it.

Which of your footprints would be visible even under the influence of *pass without trace*?
I've been so lucky to be involved in fifth edition from the start and it's been incredible to see the game develop and continue to grow. It's also amazing to be a part of the team's Extra Life efforts through the years and I hope I've made my mark there. It's so much fun to work on those charity projects, which are hugely supported by the D&D team. Although I wasn't able to contribute in 2021 because I had an extra life of my own with a newborn!

What are your downtime activities?
With a new baby I don't have a whole lot of downtime. When I can, I enjoy going on hikes and runs outside in the fresh air. It's so gorgeous and peaceful out here in the Pacific Northwest, and the seasons are very different so there's always something new to see. I find it rejuvenating to get away from everything for a while and this is a wonderful place to do that.

Which other fandoms or pop-culture phenomena do you follow?
I played *Animal Crossing* a crazy amount when the pandemic started. It was a way to visit my friends on their islands when we couldn't see each other in real life. It was a lifesaver to get to virtually visit my sister, who still lives in Hawaii.



Not Another D&D Podcast (select to view)

Who rolls best for Performance?
I used to listen to podcasts on my morning commute, but now the commute is down the hallway to my computer desk. I do follow a comedy podcast called *NADDPOD*, which stands for *Not Another D&D Podcast*. It was recommended by Rob Hawkey, one of our

producers, and it's so funny. There've been times where I'm listening to it and I'm laughing so loud that people are staring at me. But they're incredible storytellers and they have such fantastic chemistry.

What's your coolest artifact?
It's the little sketches from friends around the office. They'd leave Post-it Notes on my desk with drawings and funny jokes. Those tiny handwritten mementos that you get from the people you work with are so precious.

You can hear more from Emi Tanji and connect with her on Twitter and Instagram.

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Next Issue

Let us be your guide as you explore the many adventures that make up the Radiant Citadel!



Having been given a personal tour of the latest Dungeons & Dragons destination by Ajit A. George this issue, we'll be taking an even deeper dive into *Journeys Through the Radiant Citadel*.

Interacting with us as we explore the Ethereal Plane will be its incredible writers! They'll give us a flavor of what we can expect as we explore these adventures, as well as telling us about the lived experiences that inspired them.



We'll also bring a little bit more Netherdeep into your lives as we share some of its most picturesque—and dangerous—territories. As always, these maps and accompanying art can be downloadable for

use in your game.

Plus, there'll be another delve into the imposing *Dragon* archive, all the best streaming highlights, and much, *much*, more!

(Contents subject to change)

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A big thank you to James Haeck and Shawn Merwin for their services as Netherdeep tour guides.

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